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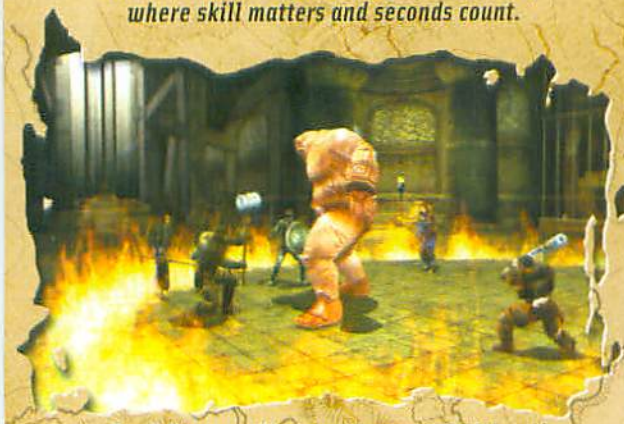

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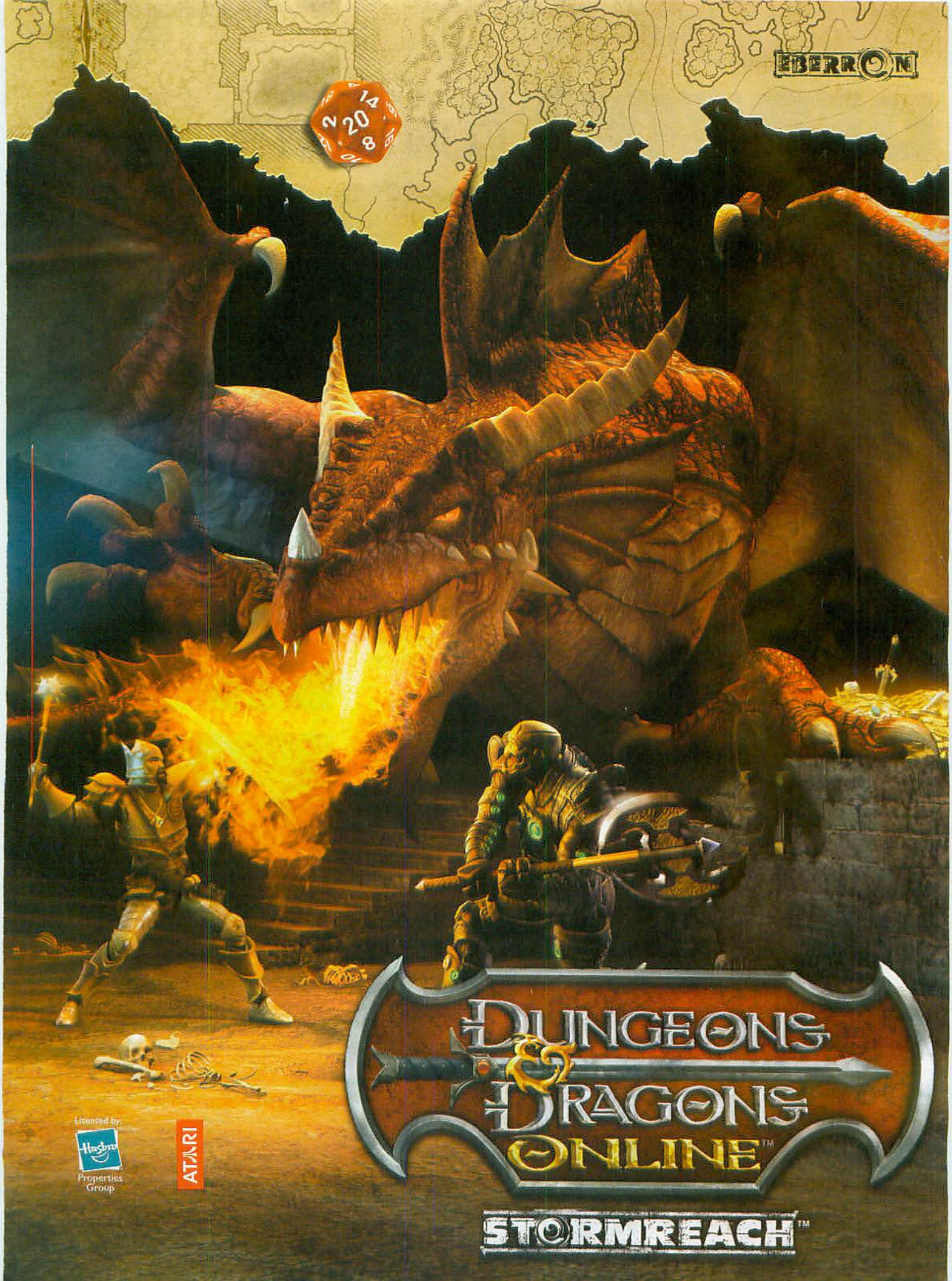
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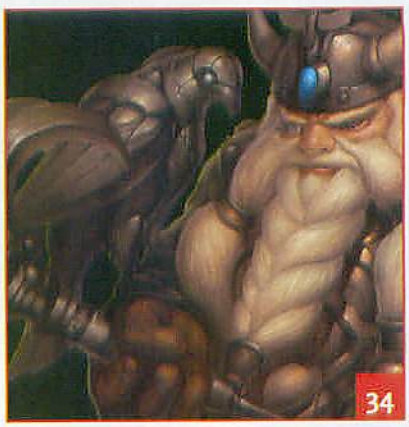

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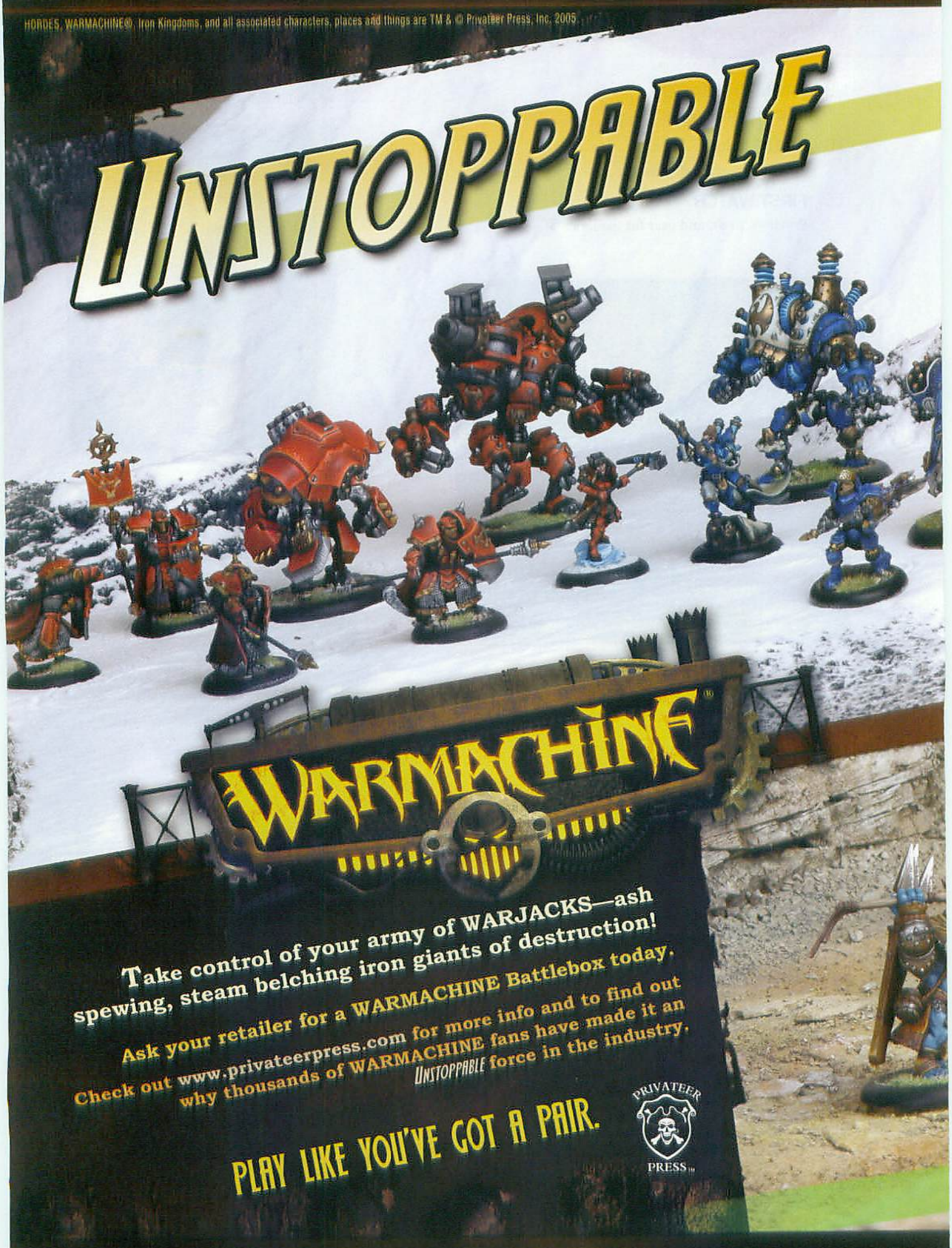
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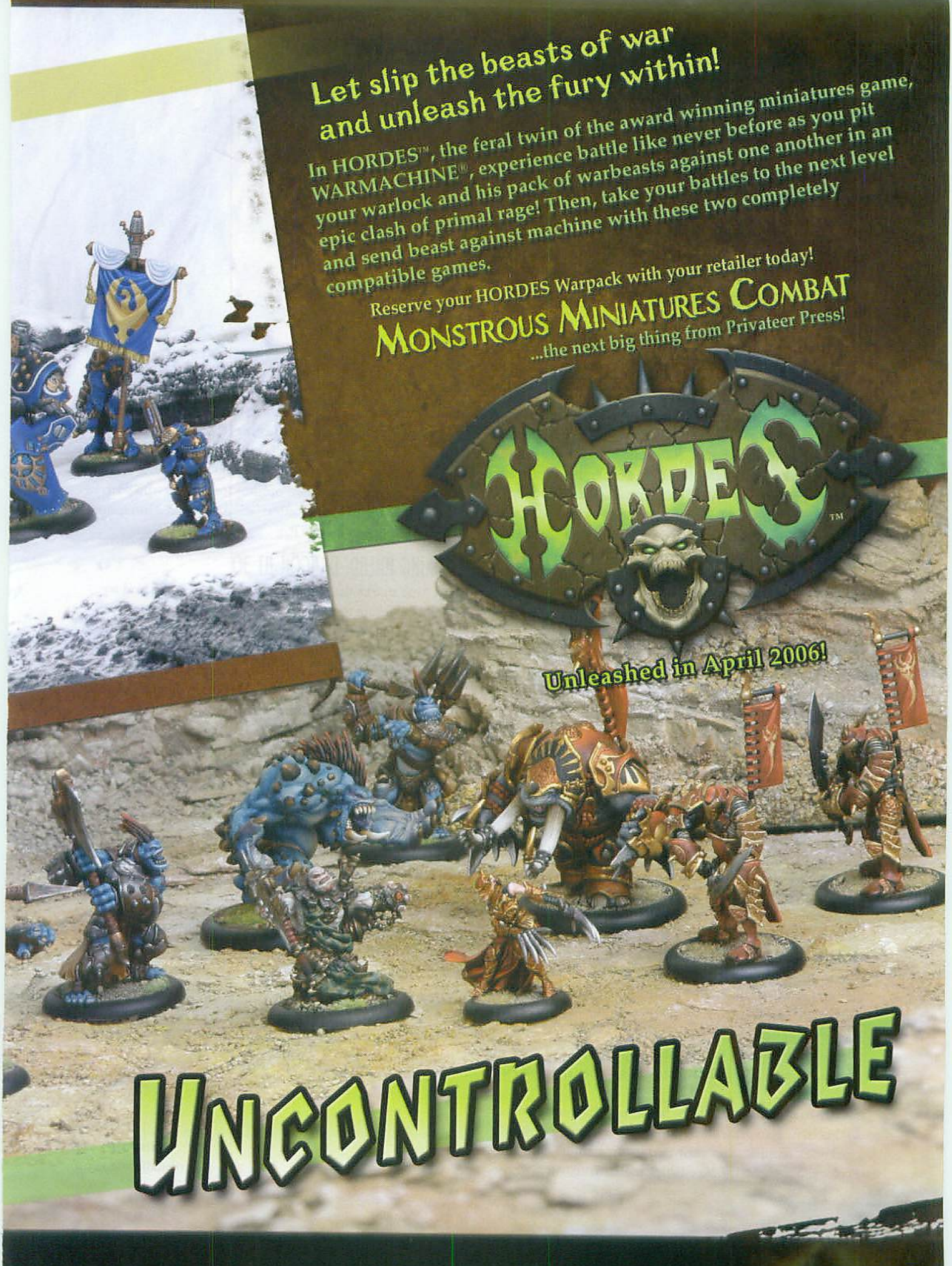
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CONSTRUCTING THE FUTURE

I've always had a soft spot for those DUNGEONS & DRAGONS creatures that allow for limitless expansion and customization. A harpy is just a harpy, and while you can add class levels to make one different from the other, it's a difference of degree rather than type. The players still know what they're up against, more or less. Not so when the PCs hear a farmer's rumors about a dragon winging over the distant village. The players' eyes grow wide and they sit in silence until one of them speaks up with a squeaky voice. "Did you happen to note its color?" Depending upon the players' familiarity with the *Monster Manual*, even a hint at the dragon's hue can change the game. Red, blue, white, green, or black and the PCs start to get nervous. Gold, silver, bronze, brass, or copper and they start thinking about making powerful new friends. But one of my favorite tricks as a DM is to give them something they never expected. "I can't rightly say," the farmer offers while wrinkling his forehead in confusion. "I could have sworn the beast was purple!"

Golems work exactly the same way. Who can truly remember which ones are immune to magic, which ones have breath weapons, and which ones you absolutely don't want to hit with a *lightning bolt*? The *Monster Manual* presents four classic golems (clay, flesh, stone, and iron), but almost all of the official follow-up volumes include a new golem or similar construct that mixes things up for jaded players and DMs and keeps the heroes guessing all the while. How many golems is too many? It stands to reason that the question doesn't have a true answer. Spellcasters can animate a living creature out of just about any material, so the possibilities are theoretically endless. This issue presents six new golems. While they might not overtake the *Monster Manual* classics, they're sure to raise a few eyebrows around your gaming table as the players realize they're not up against a creature whose weaknesses they memorized two editions ago.

Constructs as a concept run far deeper than just golems, so this issue also presents a number of exciting options like clockwork familiars and animated magic items. This month's Ecology focuses on the inevitables, planar constructs whose justice-oriented focus makes them excellent adversaries for PCs who like to play outside the lines (I'm up to my ears in this type of player, and suspect you are too). A collection of special components for warforged, EBERRON's living construct PC race, provides new options for players who wish to take on the role of a mechanical being. It's been a fun issue to build, and I hope you like it.

LOOKING AHEAD: DRAGON AT 30

This June marks the 30th anniversary of *DRAGON*, and we plan to celebrate the milestone in style with a special oversized issue packed with content that will be familiar to many long-time readers of the magazine. I'm so excited about three such articles that I can no longer contain myself, and have to let you in on them a little early. Ed Greenwood, creator of the Forgotten Realms, will return once more with another installment of "The Wizards Three," a column that last appeared in issue #246. Elminster, Mordenkainen, and a special guest will once again make the trek to Ed's house to swap stories and spells, and we'll be along for the ride. Bruce Heard's "Voyage of the *Princess Ark*" will bring us back for a brief visit to the world of MYSTARA, and Gary Gygax himself will return with a new story featuring Gord the Rogue, who last appeared in these pages way back in issue #100. We'll also include a large number of articles aimed at the traditional June theme, dragons. To celebrate that theme and the magazine's milestone, we've also worked with Wizards of the Coast to offer a special limited edition *D&D Miniatures* figure that you're just going to love. I'm extremely excited about this offer, and can assure you that it's going to be Huge.

Erik Mona
Editor-in-Chief
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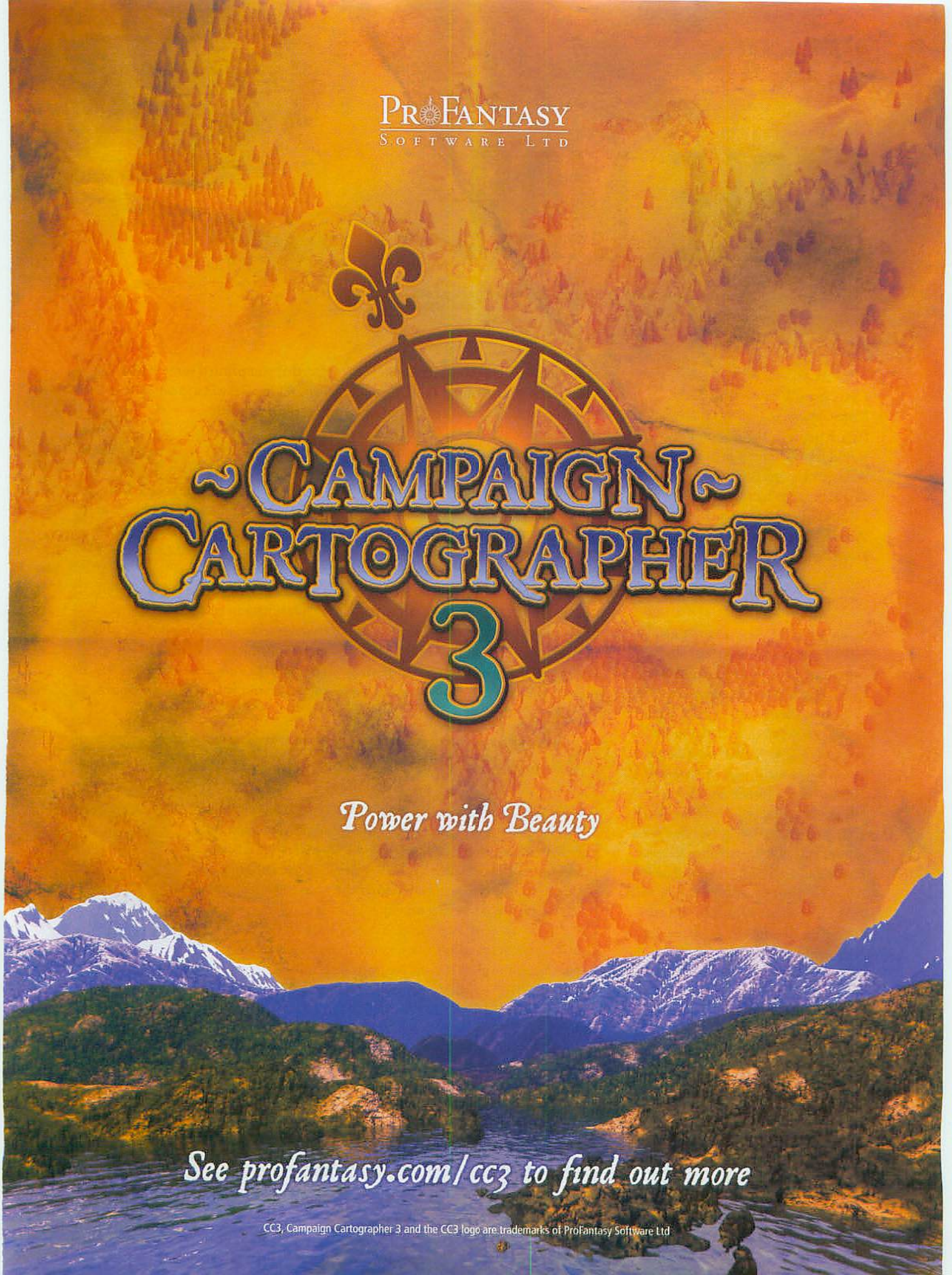
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REQUEST GRANTED

I have greatly enjoyed all of the *Demonomicon of Iggwilv* articles so far, particularly the one on Pazuzu. I would like to see more in the future. Pazuzu happens to be the main villain in a campaign I am working on, and I would like to see an article about Pazuzu's enemies, like Graz'zt and Lamashtu. Keep up the good work.

The Black Knight
Via Email

We're also thrilled with the series, and look forward to each new installment. This issue's focus on Baphomet, Prince of Beasts, marks the fourth appearance of the series, which is currently slated to appear roughly every four issues until you (or we) get sick of them. Since series author James Jacobs and I (with Ed Stark) just finished writing Fiendish Codex 1: Hordes of the Abyss, *a hardcover D&D sourcebook for Wizards of the Coast, it's a safe bet that we'll be continuing the series for some time to come. Letters to the editor are overwhelmingly supportive of the series. Previous installments include: Pazuzu, Lord of the Lower Aerial Kingdoms (#329), Fraz-Urb'luu, Prince of Deception (#333), and Zuggtmoy, Queen of Fungi (#337). As for what's coming in the future, not even the craftiest demonologist can say for sure!*

RAISE THE PRAISE!

I have been a reader of DRAGON for about three years, but have just started subscribing this past year. Issue #339 was the best one yet. The "Dragon Kings" article by Chris Flipse & Jon Sederquist was very well done and I like the remake of the Kings of Athas as an epic prestige class. I liked the SPELLJAMMER races and I think they were very well done But are you going to print more about SPELLJAMMER and rules for the current edition? The "Dead Factions" article was great (I am a big PLANESCAPE fan) and would like to see more planar info in upcoming issues. The Creature Catalog IV was superb and I am glad you are still printing MYSTARA stuff. I also like that *The Order of the Stick* is now in DRAGON. I love the draconians of Krynn and was happy to see that they were the stars of this issue's "The Ecology of the..." article. I am indeed pleased with the new Class Acts and am glad that you printed some hexblade feats. All in all it was a great issue to start the new year!

Jake
Tucson, AZ

DUNGEON *#92's SPELLJAMMER: Shadow of the Spider Moon Mini-Game is about the closest you're likely to come to a third edition treatment of the quirky campaign setting, although that game was more of a variant take on the beloved campaign rather than a canonical update of the orthodox setting as published in the early 1990s. Still, the game (authored by Andy "The Sage" Collins) does provide the basics on spelljammer navigation and combat,*

MINIS OF THE MONTH

The Duergar Warrior was first released as a common mini in the Archfiends set of D&D Miniatures. While a serviceable member of that race of Underdark dwarves, it lacked on thing: size! Since duergar have the ability to use *enlarge person* on themselves once per day, many encounters with the so-called dwarves actually see them towering over their foes.

Enter the Large Duergar, in the newly-released *D&D Miniatures War Drums* set. This new miniature takes the Duergar Warrior and beefs him up. We made an effort to ensure that the details were the same, so you could easily swap in a Large Duergar for your Medium one when he gets big: the blocky hammer, the round shield, dark chainmail; but all a lot bigger.

In the D&D Miniatures Game, the Large Duergar benefits from Melee Reach and Conceal, and is even better at beating down Medium and smaller enemies thanks to his Overwhelming Size ability, which gives him another +2 attack and +5 damage when picking on someone not his own size. His 15 points are definitely worth including in many different Lawful Evil warbands! *–Stephen Schubert, Developer, RPG/Minis R&D*

and should be enough to get you up and running. The game also provides a more self-contained variant background for those readers who do not have access to the out-of-print material. Those interested in SPELLJAMMER *in all its incarnations should visit Beyond the Moons, the official fan website of the* SPELLJAMMER *campaign setting at* **spelljammer.org**.

COVER IT UP

I have played DUNGEONS & DRAGONS for about six years, and have been subscribed to *DRAGON* for about three (I'm fourteen). I was provoked into sending this email because of the increasing frequency of embarrassing cover art. This would normally not have bothered me, but a few issues (numbers #329, #338, and #339 to name a few) were spectacularly bad.

The "Ecology of" articles are great, but as I can't afford to buy every *Monster Manual* that comes out, I often can't use them because of the lack of monster statistics. Please include the stats so the articles aren't useless. The new four-part class acts is, in my opinion, much better than the eleven-part version, and extra comics are always good.

With hopes for more comics,

Luke
Via Email

Sorry you didn't care for the covers, Luke (I can imagine you didn't like last month's, either). It's all subjective in the end, and we try to provide a wide variety of images throughout the year. If one month's issue isn't to your taste, wait 30 days and we'll probably provide something completely different. We hope you enjoy this month's cover scene, which is a bit of a departure for us.

We're now in the habit of including stat blocks in our "Ecology of" articles, albeit of advanced versions of the creatures in question. Money issues aside, though, I really do urge you to pick up the secondary monster books from Wizards of the Coast, as each has its charms and its fair share of fantastic creatures. We simply can't limit ourselves to the well-trod grounds of the core Monster Manual *lest we start doubling up on monsters we've covered before or bore you with "The Ecology of the Small Monstrous Scorpion," or something similar. Some of the monsters in those newer books are really intriguing, and we love getting the opportunity to tell you more about them.*

As for more comics, we don't currently have plans to expand our offerings, but we reserve the right to change our mind if a great submission comes along.

WE KILLED PRESTIGE CLASS 99,841,264

I'm a long-time subscriber and I have never written you, but I feel compelled after spending some time with issue #338. I struggled with renewal this year for the first time ever. I don't have a specific criticism, but I really wasn't getting much useful material out of the magazine other than the Class Acts—which I love!

However, issue #338 made me glad I went ahead and renewed for another year. "Schools of Magic" was a fabulous article with lots of new flavor options without adding a bunch of complexity. A nifty "Here's my background, and it also includes a twist on specialization!" Awesome.

Even better, though, was "Staffs of the Magi." This was the best, most original article I've read in a long time. It's the kind of thing that made me really love the Class Acts. Take an existing class ability and give it a twist. It's not new prestige class #99,841,264 (or worse, a new "core" class) and it's not just a collection of feats. It's a whole new way to use an often-overlooked aspect of the wizard/sorcerer class. It's a priceless addition and one I'm looking forward to using with my next wizard PC.

These are the kinds of articles I hope you will continue to look to

KNOWLEDGE CHECK

Question: In 1985 what mechanical monstrosity first menaced the D&D Known World?

KNOWLEDGE CHECK ANSWER

Answer: In David "Zeb" Cook's *Earthshaker!* a gigantic metal marvel of the same name runs amok and lays siege to player character kingdoms.

publish, rather than adding new rules, new classes, etc. I'd like to see more "alternative" ideas on options for skills, class abilities, etc.

Thanks for the great additions to my imagination and my game. Keep up the good work. With more original-idea articles like these, I won't need to struggle with my renewal decision next year.

Jeff Stocki
Via Email

The quest for the perfect DRAGON *continues, as ever. I agree that "Staffs of the Magi" is one of the best articles that we've printed in recent memory and I look forward to publishing similar articles in the future. Finding and exploiting an unfilled rules niche of an existing popular standard class is a great way to build a* DRAGON *article, so I hope you prospective authors out there are taking notes...*

PEOPLE LIKE THE CLASSICS

I must admit, I've never written a letter to DRAGON before, but after issue #339 I felt compelled to do it. Certain issues stand out like a finely crafted sword, and this issue is one of the best works to come out of the forges of DRAGON. And I've seen more than a few in my time.

I started playing D&D at the tender young age of 10 back in 1974. Yes, I still have the old "White Box" set I bought back in '75. I had the first issue of THE DRAGON that I picked up in the summer of '76, which I gave to my best friend as a parting gift when he and his family moved away that same summer. I wonder if he still has it?

Anyway, what a great issue! To see the Lady of Pain from my favorite D&D campaign setting (PLANESCAPE) gracing the cover was the perfect icing for this fantastically layered issue of DRAGON—from the "Dragon Kings," "Races of SPELLJAMMER," and "Dead Factions" articles to the revival of the "Creature Catalog" and the ever-inspiring Class Acts section. What a wonderful bone you folks have thrown to this old school gaming dog. This issue alone was enough to convince me to renew my subscription when it runs out. Thanks for the thirty-plus years of good times with good friends!

Kevin Burke
Medina, NY

And thank you, Kevin, for making DRAGON *a part of your D&D experience over the years. The history of* DRAGON *is a history of the game itself, and it's certainly an honor to get to work on the magazine. In months like January, when we get to remember some of the almost-forgotten elements that helped D&D to become the success it is today, the joy is especially sweet. Look for another Campaign Classics issue next year, and don't hesitate to drop us a line to let us know what you'd like to see!*

C.A. = COMPLETELY ADDICTED

On an off, I have been a reader of DRAGON magazine since the issue numbers only had two digits, not three. More often than not, I have loved the magazine and although there have been periods to keep me worrying, that seems to be far behind at this point and on the whole every issue has something to contribute.

That is due to the Class Acts section. Your magazine (or I should say our magazine) I feel has been most improved by the inclusion of that regular section. It is always the first thing I check and the main source of inspiration for my own games. Its strength lies in that each piece is complete and concise and that there is a great variety of different articles for each class. Thus, regardless of one's campaign, there is always something useful to be taken from that section.

Keep those Class Acts coming!

Eric Jean
Montreal, Quebec

DON'T LOOK AT 339

I just wanted to say how much I have enjoyed DRAGON recently. I have been playing D&D for about 20 years now (whew, has it been that long?!) and reading DRAGON at least the last 10 of those years. By far my favorite and most useful series of columns has been Class Acts. As a gaming veteran it helps me add new flavor to my characters. It has also been invaluable to the two new players in our group, giving them guidance as they learn tips on how to play their druid and rogue well. Please continue this column and don't ever abridge or eliminate it.

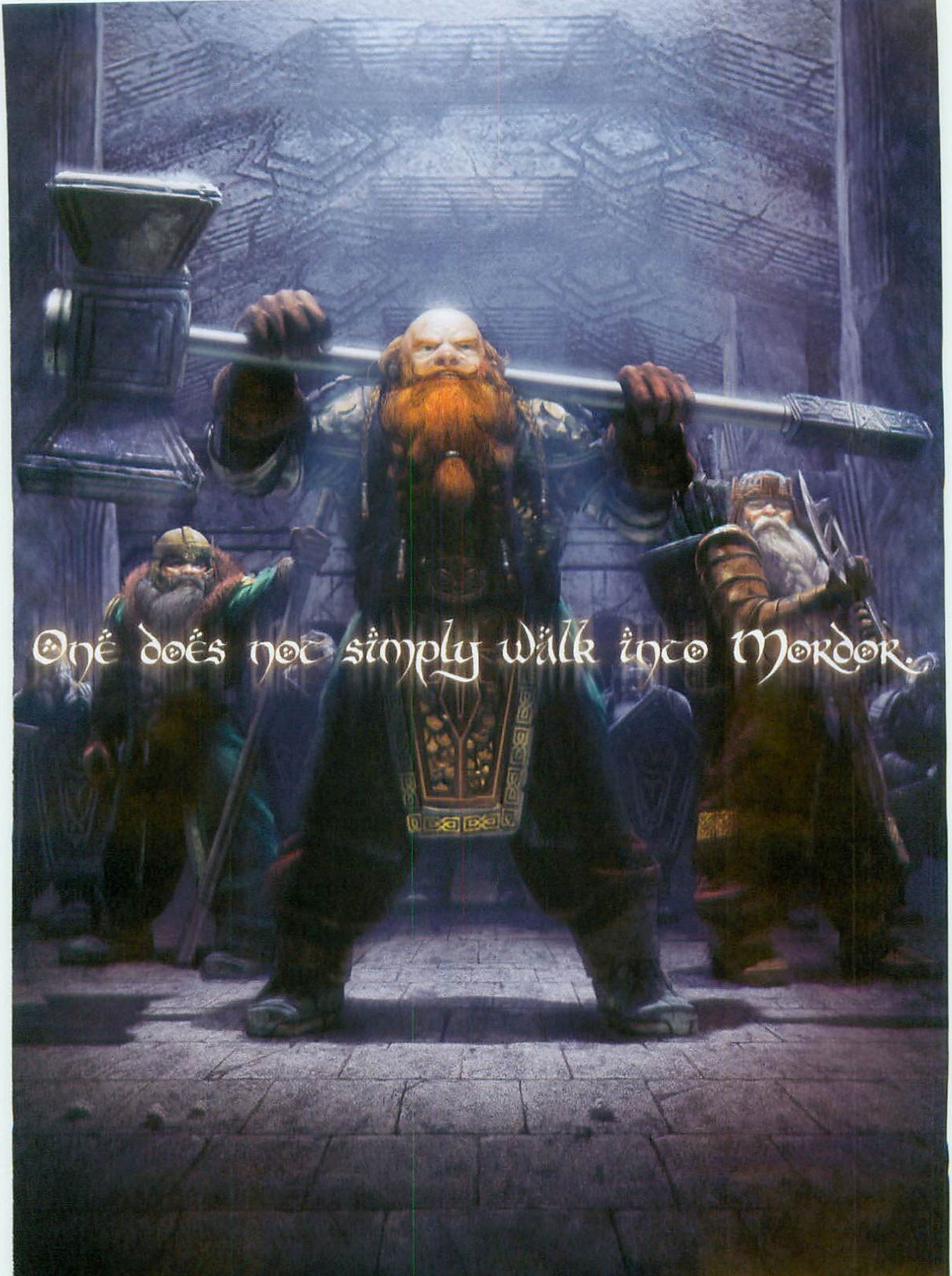
Also, I really enjoyed issue #337 with its article on Zuggtmoy, the Demon Queen of Fungi. It was perfect timing, as I was in the planning stage of running my players through *The Temple of Elemental Evil.*

Eric McHenry
New York, NY

We hope (and I dare say trust) that the new Class Acts format meets with your approval and that of your new players. The wider focus allows us to include elements germane to a larger variety of classes, including those found in the popular "Complete" series from Wizards of the Coast. The less rigid approach also allows for more discussion of multiclassing, which is a bigger part of the game than ever before. We're very pleased with the direction of the column, and the response so far has been overwhelmingly positive. Keep writing in and letting us know how we're doing!—Erik Mona

OOPS!

We goofed! The lovely art for the Wormfood articles in DRAGON issues 337-340 were miscredited. Those illustrations were actually by Chad Dulac with colors by Jim Zubkavich of UDON.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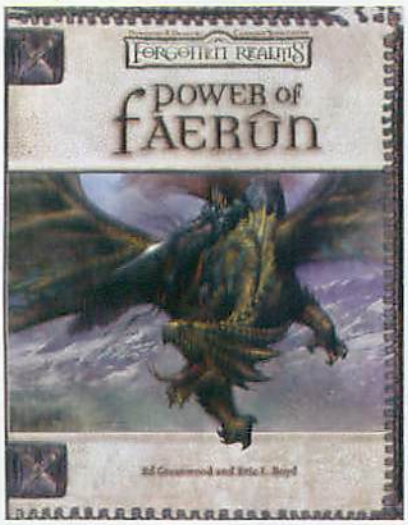
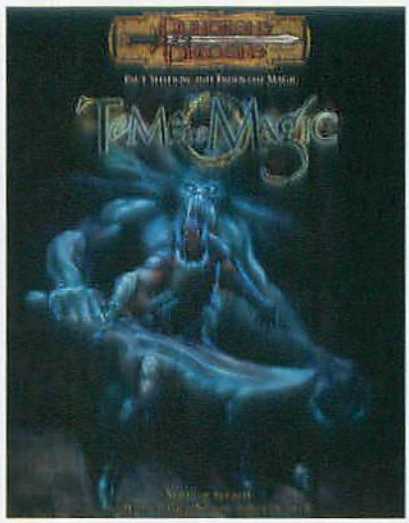
Fantasy Violence

NEW RELEASES



Rule the Realms with *Power of Faerûn!* For some time FORGOTTEN REALMS fans have clamored for more campaign-specific info for their high-level games. Thus, masters of Realmslore Ed Greenwood and Eric Boyd have loaded this upper-level accessory with everything high-level characters need to leave their own marks on the Realms. Details on how PCs can master court intrigue, run a temple, enforce justice, lead an army, operate a thieves' guild, and even build their own fiefdoms fill out this tome of epic possibilities, along with dozens of maps, rules options, and much more. –*S.B.*



Tome of Magic introduces three new magic systems–true name magic, shadow magic, and pact magic–culled from classic fantasy sources by designers Matthew Sernett, David Noonan, Ari Marmell, and Robert J. Schwalb. While those who deal with truenames speak an ancient, universal tongue capable of manipulating reality, shadow mages draw power directly from the mysterious and deadly Plane of Shadow. For a preview of *Tome of Magic*, check out page 68 of this issue for a look at pact magic and the Faustian binders who dare to deal with immaterial beings from beyond. –*S.B.*

For the first time since 2004's *Aberrations* expansion, the newly released *War Drums Starter Set* provides new players with the perfect chance to learn and master *DUNGEONS & DRAGONS Miniatures*. Two double-sided maps help player set up battles and are the perfect size for any of the set's new giant monsters, like the brutal Hill Giant Barbarian, crazed Fiendish Girallon, or bloody-handed Aspect of Hextor. Also, each starter features a new introductory game using the Wood Elf Ranger and Orc Mauler minis (detailed in *DRAGON #340*) included in each starter set. –*S.B.*

NEXT MONTH IN DRAGON # 342

CORE BELIEFS: OLIDAMMARA
by Sean K Reynolds
The bard of the gods plays his song for you. Dance with his faithful, partake in his intrigues, and learn the piety of spending all your gold in celebration.

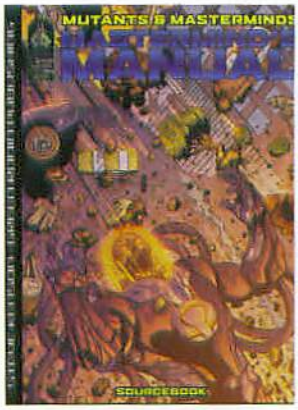
POWER OF DOMAIN
by Jake Manley
Tired of the ability to turn or destroy water creatures? Learn to make fire burn hotter and lash out at your foes with these new domain powers.

INITIATE FEATS
by John E. Ling, Jr.
Only the truly loyal of a deity's flock are granted the honor of these feats.

RAISE THE DEAD
by Rodney Thompson
New ways to make the miracle of ressurection more than just an ordinary stop at the local temple.

PLUS!
The Ecology of the Adventurer, Spells of Monstrous Gods, Class Acts, Sage Advice, Wormfood, and comics.

reported by Shelly Baur, Jason Bulmahn, Joshua Cole, Mike L. Fiegel, and James Sutter



MASTER YOUR MUTANTS

Even the most villainous mastermind needs a little help honing his craft, which is why this month Green Ronin is releasing *The Mastermind's Manual*, a companion to the award-winning *Mutants & Masterminds Superhero RPG*. This 160-page hardcover sourcebook presents myriad ways to customize your M&M game and vastly expands the possibilities for your gaming group. Inside, you'll find variant rules, guidelines for creating your own feats and powers, expanded combat, proficiency and skill systems, and more. For more information, log on to **greenronin.com**. *–M.L.F.*

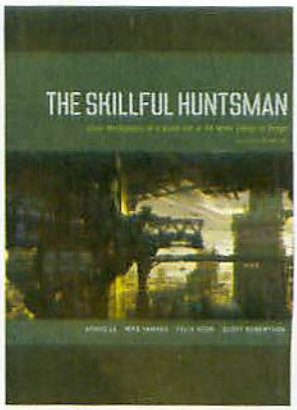
EXILED

In the D&D pantheon he's right up there with Gord and Elminster: the hero who put dual scimitars and drow en vogue for good. Now he's got his own comic series.

Releasing next month, the *Exile* graphic novel compiles all three issues of Devil's Due Publishing's (**devilsdue.net**) adaptation of part two of R.A. Salvatore's beloved Legend of Drizzt. While both it and its predecessor, *Homeland*, are available as single issues (individually and by subscription), the trade paperbacks contain all 160 pages of each miniseries in one $15 edition. *–J.S.*

HERE COME THE HEROES!

This spring, Goodman Games releases a line of miniature pewter heroes and monsters taken from the pages of their *Dungeon Crawl Classics* adventures. Glyn Trollbane the sorcerer, ranger Loros Truebow, and more come ready for use in any fantasy adventure, including those found inside Goodman Games' own 160-page compilation, *Dungeon Crawl Classics #29: The Adventure Begins*—a hardbound volume collecting twenty 1st-level adventures. Check it all out at **goodmangames.com**. *–M.L.F.*



CHARACTER DESIGN

Sometimes when you create a character, you know exactly what he looks like. For the other 90% of the time, Design Studio Press (**designstudiopress.com**) is here to help. Producers of mainly art and educational books, Design Studio Press has a full line of lavishly illustrated sci-fi and fantasy-oriented books like *The Skillful Huntsman* and *Quantum Dreams*, texts chock-full of images guaranteed to inspire innovative new characters, settings, or entire campaigns. *–J.S.*

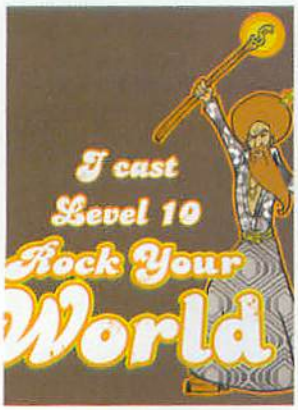
WAR DRUMS RELEASE

Do you hear that? That mysterious drum beat coming from your local game store? *War Drums*, the ninth set of *Dungeon & Dragons Miniatures*, hits shelves this month. Among the rank and file are a number of miniatures sure to end up on the "must have" lists of both skirmish gamers and roleplayer collectors, including the ferocious Chimera, the savage War Troll, the Arcane Ballista siege engine, the Tiny-sized Flame Skull, and our favorite fighter, straight from D&D's past and the cover of *Dungeon* #105, Warduke. *–J.B.*

Goblin Underboss

Warduke

Chimera



JINXED!

Lose that *Wrath of Khan* t-shirt with the mustard stain—it's time to hit the streets in style. J!NX (**jinx.com**), the clothing brand for gamers, geeks, and hackers, is back with a whole new spring line-up made specifically for you. Fans of RPG culture, from DUNGEONS & DRAGONS to *World of Warcraft* to Monte Python get equal support this time around. Get hit up for quests in your NPC shirt, proclaim your loyalty with the "gamer" silicone wristband, seize the DM with the carpe DM shirt, and be the only one on the dance floor to cast a level 10 *Rock Your World* with a funkalicious wizard tee. *–J.S.*

MORE MINI FOR YOUR MONEY

Need to raise an army of opponents or a horde of villains to take on your PCs? Look no further than Mega Minis's *Fantasy Multipacks*. Each themed set features two-dozen 25mm-scale fantasy miniatures for only $19.99 per pack—less than a dollar per mini. Stock an entire village full of quirky characters—from bar wenches to witches—with *Town Folk*, guard the walls with *Swords for Hire* and *Castle Guards*, then assault the whole lot with *Skeletons* or *Amazons*. Photos and supplementary material are online at **megaminis.com**. *–M.L.F.*

FINAL FANTASY XII

What do you get when you combine style, scripting, and classic *Final Fantasy* production values with an online RPG-inspired battle system? With Square-Enix's *Final Fantasy XII* (**ff12.com**) hitting North American shelves soon, US gamers will finally discover the answer! The latest installment in the internationally best-selling series introduces a fantastical Renaissance-style world at war, along with all the moogles, airships, summoned monsters, and other series staples fans have come to love. *–J.C.*

SCARY MONSTERS

Commemorate one of the all-time great gamer movies with the newly released Jareth figure from Factory X (**factoryx.com**). With its surreal and sinister fantasy, creature designs by Jim Henson, and (for its time) cutting-edge effects, *Labyrinth* helped define fantasy filmmaking at the height of D&D's 1980s popularity. Few gamers of that generation escaped without at least a brief foray into *Labyrinth*-inspired strangeness. Now you can take home a high-quality memento of that seminal cinematic event, not to mention decorate your mantle with David Bowie! *–J.C.*

DUNGEON THIS MONTH # 132

WING-CLIPPER'S REVENGE

by Christopher Wissel

Strange lights and sounds emerge from deep in the forest, and now villagers have started to disappear around Turvin. Some evil force is turning nature against mankind, and it's up to the PCs to put a stop to it. A D&D adventure for 4th-level PCs.

CAVERNS OF THE OOZE LORD

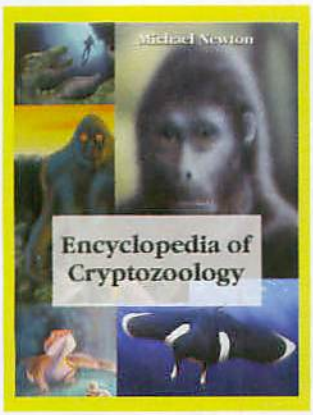
by Campbell Pentney

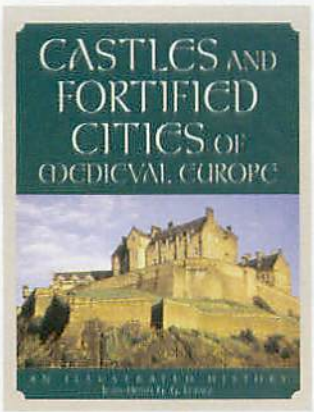
Something's amiss in the hamlet of Verdinica. Why do the nervous locals wear such thick clothing, even in the height of summer? And what sort of "prisoner" sloshes in the gaol? A D&D adventure for 8th-level characters.

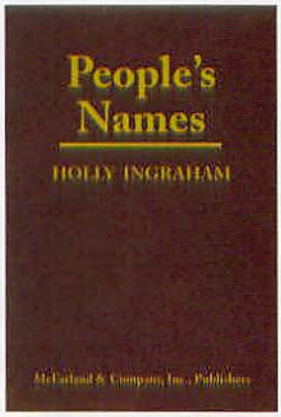
THE LIBRARY OF LAST RESORT

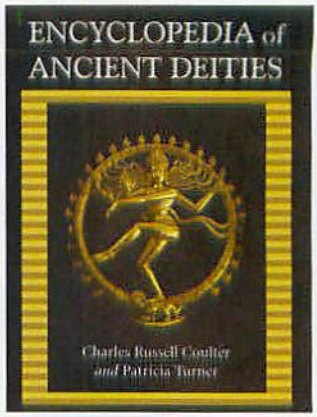
by Greg A. Vaughan

On storm-shrouded Tilagos Island hides the greatest repository of knowledge of an ancient cabal that defeated Kyuss 1,500 years ago. Brave the mysterious island and locate this repository, itself a last resort against the Wormgod's Return. An Age of Worms Adventure Path scenario for 16th-level characters.









ABNORMAL ANALECTA

Despite a flurry of new game releases at last year's Gen Con Indy, the booth that got the nerdy editors at Paizo most excited belonged to McFarland Press, a quirky nonfiction publisher out of North Carolina. Titles like *The Aesthetics of Culture in Buffy the Vampire Slayer, The Tarzan Novels of Edgar Rice Burroughs,* and *The Mexican Masked Wrestler and Monster Filmography* got our attention, but a number of books seemed instantly useful to D&D campaigns, and eventually made their way into our libraries. Short summaries of two of our favorite volumes follow:

Encyclopedia of Cryptozoology: One of the best monster books of 2005 doesn't have a single Hit Die listed anywhere in its 576 pages: Michael Newton's *Encyclopedia of Cryptozoology.* Within its exhaustive pages lurks pretty much *every* mysterious monster out there. Simply opening this book to three random pages and I see entries for monsters as diverse as the six-foot-long, six-legged New Zealand gecko Kawekaweau, the lusca (a man-eating cephalopod with 50-foot-long tentacles), the 8-foot-long giant salamanders of Northern California, and the wolf deer. Old favorites like Bigfoot, the Loch Ness Monster, and the chupacabra are well represented, but I think it's fair to say that any book that includes an entry on the dreaded batsquatch (a bat-winged bigfoot) has earned a special place in my heart. *–James Jacobs*

People's Names: While books like *The Encyclopedia of Cryptozoology* and *A Critical History of Doctor Who on Television* made it into my Gen Con bag with little effort, the most useful pick-up by far was *People's Names,* a 612-page compilation of more than 40,000 modern and historical names by Holly Ingraham. While the book doesn't, sadly, include a list of "fantastic" names culled from the work of authors like Jack Vance or Robert Howard, it does provide extensive name lists for more than 100 cultures, including historical names from ancient, Dark Ages, and Middle Ages sources. Oriental Adventures players will appreciate name lists from China, Japan, Korea, and Mongolia, while resources like the 343-name Female Dark Ages (Norse) list can turn a boring Hildegard into a Sigthrud, Thorbjörg, or Menglöd! *–Erik Mona*

You can find more titles like the *Encyclopedia of Ancient Deities* and *Castles and Fortified Cities of Medieval Europe* at **mcfarlandpub.com.**

RPGA REPORT *by Ian Richards*

With the release of the latest *Dungeons & Dragons Miniatures* set, *War Drums,* we get the first new base set since *Aberrations* back in the winter of 2004. This new set brings with it some great new changes to sanctioned skirmish play in the RPGA.

Most notably, we'll be moving to an 8-miniature limit for all warbands, as well as making it so miniatures no longer move at a speed of two when out of command—instead continuing to move at their full marked speeds.

While those are the two most important factors to affect warband limits and individual miniatures, the battlefield itself is changing. Effective March 1st 2006, tiles will no longer be used in sanctioned *D&D Miniatures* play. Instead, all games will take place on preprinted maps. There are some of these in the *Wardrums* starter set, while others have been produced in the *Fantastic Locations* products released by Wizards of the Coast and here in *Dragon* (most recently in issue #337). Therefore, there are maps aplenty for players to use and vie for victory over! Details on map selection rules are printed in the *D&D Miniatures* floor rules at **thedci.com** under the Tournament Rules section.

So what's the reasoning behind the changes you may ask? Well, the maps look so much better, greatly reduce setup time, and makes it much simpler to teach the game to new players. Likewise, the other two changes help streamline play and optimize the ability to get results in 1-hour tournament rounds. There is nothing less satisfying than to realize you lost a game after an hour of play and would have won the very next turn if time hadn't run out.

For more information on these and other changes *check out the D&D Miniatures* website at **wizards.com.**

Demonomicon of Iggwilv:

Baphomet

Prince of Beasts

"You kneel and beg for life you know is lost. Seek you kindness from the Beast?"
"Let last hope fly the night!"
"The glaive is the path to redemption. Do you deny its guidance in this time of truth?"
"Let sweet edge kiss the flesh!"
"Feel life's red nectar run from throat. Seek you now redemption from life in death?"
"Let warm blood stain the stones!"
"You were born for the Beast, so let it be done! To the maze with this wayward soul!"
"Life to the Beast!"
"Hail Baphomet!"
"Life to the Beast! Hail Baphomet!"
—Redeemer invocation (and response) to Baphomet culminating in ritual decapitation of sacrifice

BY JAMES JACOBS • ILLUSTRATED BY DAVID BIRCHAM

Baphomet himself does not know if he was once a man whose feral nature led him along the path of the beast or if he was once a beast with the strange and wretched aspirations of living life as a man. Nor does he care to remember. What he was before he came to gaze upon the Abyss, his soul laid bare and open before its entropic caress, matters little. What matters is what he has become. He is the embodiment of all that is virile and strong in the countenance of savagery, tempered with the keen mind and intellect of the scientist and scholar. He is a man who can rut and ruin like the wild creatures of the primeval world, yet he is also a beast given the gift of society and culture. He is not hampered by the shortcomings of either and is tempered with the strengths of both. Legends speak of how Baphomet was once a man who dared to treat the gods like cattle and was cursed for his blasphemy and cast into the pit. Yet Baphomet observes his kingdom now, populated by a prosperous race created entirely in his own image. It is an infinite realm bounded only by the imagination of its master, full of fanatical worshipers who whisper his name with revenant awe. Baphomet knows the gods did not curse him, for what curse is it that grants a mortal man or hungry beast the powers of a demon lord?

Baphomet, Prince of Beasts

Large Outsider (Chaotic, Evil, Tanar'ri)
Hit Dice: 32d8+416 (560 hp)
Initiative: +8
Speed: 60 ft.
Armor Class: 39 (–1 size, +4 Dex, +26 natural), touch 13, flat-footed 39
Base Attack/Grapple: +32/+46
Attack: +5 *wounding glaive* +42 melee (2d8+30/19–20/x3)*
Full Attack: +5 *wounding glaive* +42/+37/+32/+27 melee (2d8+30/19–20/x3)*, and bite +34 (1d8+10)* and gore +34 (1d8+10/19–20/x3)*

Space/Reach: 10 ft./10 ft. (20 ft. with glaive)

Special Attacks: Augmented critical, bellow, bestial curse, breath weapon, spell-like abilities, stunning charge, *summon tanar'ri*

Special Qualities: Damage reduction 20/epic, darkvision 120 ft., immune electricity, *maze*, and poison, natural cunning, outsider traits, resist acid 10, resist cold 10, resist fire 10, scent, *see invisible*, spell resistance 38, telepathy 100 ft., wild empathy +40

Saves: Fort +31, Ref +22, Will +27

Abilities: Str 30, Dex 18, Con 36, Int 20, Wis 28, Cha 22

Skills: Climb +45, Handle Animal +41, Hide +35, Intimidate +41, Jump +57, Knowledge (nature) +42, Knowledge (the planes) +40, Listen +46, Move Silently +39, Search +40, Sense Motive +44, Spot +46, Survival +44

Feats: Alertness, Cleave, Dark Speech*, Improved Bull Rush, Improved Critical (glaive, gore), Improved Initiative, Improved Sunder, Multiattack, Power Attack, Track[B], Weapon Focus (glaive)

Environment: The Abyss

Organization: Solitary, or Baphomet and 2d4 bulezau

Challenge Rating: 24

Treasure: Quadruple standard

Alignment: Chaotic evil

Advancement: —

* Includes adjustments for 5-point Power Attack

** Dark Speech is a feat from the *Book of Vile Darkness*. If you don't have access to this book, replace this feat with Improved Overrun.

This manlike demon stands twelve feet tall. His frame is lumbering and bulky, with corded muscles covered in thick, matted black hair. His head is that of a fiendish bull, his horns large and curving forward, stained in the lifeblood of countless victims. Hoofed feet and a bovine tail complete his bestial visage.

Baphomet rules the 600th layer of the Abyss, an endless maze that hides countless traps, perils, and hidden secrets. While fiendish minotaurs are the most populous of the inhabitants of this realm, they are also the least powerful. Baphomet's personal symbol is a twisted maze awash in blood.

COMBAT

Baphomet revels in melee combat, yet he is not blindly confident in his prowess. Only rarely is he encountered without the effects of *unholy aura* (these effects are not included in his stat block). He begins combat by casting *maze* against his largest or most powerful-looking foe. He then uses powerful charge against the nearest enemy. He generally saves his bellow (or a breath weapon if he faces paladins) for situations where he faces large numbers of foes who try to surround him. Once he enters melee, the Prince of Beasts fights with his +5 *wounding glaive* against foes that are 15 or 20 feet away, using his bite and gore attacks against foes within 5 to 10 feet. If his enemies manage to crowd him and stay inside the reach of his glaive, Baphomet sheathes the weapon and fights with his two claws, his bite, and his gore attack.

Faced with enemies that assault him at range, Baphomet generally summons a goristro to provide support while he follows up with his spell-like abilities.

Augmented Critical (Ex): Baphomet's horns are frighteningly sharp, causing wounds far more deadly than they should. Baphomet's gore attack threatens a critical hit on a natural 19–20, and if successful deals triple damage.

Bellow (Su): Once every 1d4 rounds as a standard action, Baphomet may unleash a thunderous bellow. All creatures within 30 feet must make a DC 32 Will save or become panicked for 2d6 rounds. This is a sonic, mind-affecting, fear effect. The save DC is Charisma-based.

Bestial Curse (Su): Baphomet can bestow the bestial curse upon any helpless target, or upon any creature he is currently grappling. As a standard action (this action may be part of a grapple check), Baphomet infects the target with deformity and monstrous features. The target can resist the curse with a DC 32 Will save. Success indicates the victim merely takes 1d4 points of Intelligence damage. Failure indicates that the victim transforms into a hideous mockery of his true form, partially taking on the ungainly and hideous physical attributes of a deformed animal while retaining some of the features of his natural form. As long as the curse persists, the victim's Dexterity, Wisdom, and Charisma are reduced by 10, and his Intelligence drops to 1 (or remains unchanged, if the victim is mindless). If cast within a day, *remove curse* can remove this curse. Otherwise, a successful *break enchantment*, *miracle*, or *wish* is required to remove this permanent curse. The save DC is Charisma-based.

Breath Weapon (Su): 30-ft. cone, once every 1d4 rounds, damage 20d6 negative energy, Reflex DC 39 half. Baphomet's breath weapon is a cone of unholy water infused with negative energy. Creatures with the Good subtype or the aura of good class ability (such as good-aligned clerics or paladins) instead take 20d10 damage from this attack, and take a –4 penalty on their saving throw. The save DC is Constitution-based.

Spell-Like Abilities (Sp): At will—*animal growth*, *astral projection*, *blasphemy*, *desecrate*, *detect good*, *detect law*, *dominate animal* (DC 19), *fly*, *greater dispel magic*, *greater teleport*, *passwall*, *shapechange*, *speak with animals*, *telekinesis* (DC 21), *unhallow*, *unholy aura* (DC 24), *unholy blight* (DC 20); 3/day—*animal shapes*, *baleful polymorph* (DC 21), *maze*, *symbol of fear* (DC 22); 1/day—*awaken*. Caster level 20th. These save DCs are Charisma-based.

Stunning Charge (Ex): Baphomet typically begins a battle by charging at an opponent, lowering his head to bring his mighty horns to bear. In addition to the normal benefits and hazards of a charge, this allows Baphomet to make a single gore attack with a +43 attack bonus that deals 4d8+25 points of damage. This includes adjustments for a 5-point Power Attack. Any

creature that takes damage from this attack must make a DC 39 Fortitude save or be stunned for 1d4 rounds. The save DC is Constitution-based.

***Summon Tanar'ri* (Sp):** Once per day, Baphomet can automatically summon 1d3+1 bulezaus or 1 goristro (detailed in *Manual of the Planes*, replace with a fiendish minotaur 10th-level barbarian if you do not have access to this book). This ability is equivalent to a 9th-level spell.

Natural Cunning (Ex): Baphomet possesses an innate cunning and logical ability similar to that of a minotaur. He is immune to *maze* spells, never becomes lost, and can track enemies as if he had the Track feat. He is never caught flat-footed.

Wild Empathy (Ex): Baphomet has an unusual empathy with predators, and can use wild empathy as a druid on such creatures at the bonus indicated.

Baphomet's Aspect

Baphomet's interests on the Material Plane are generally beneath his immediate concerns unless they directly relate to his ongoing wars with Graz'zt and Yeenoghu. In all other cases, he allows his aspects a great deal of autonomy in leading his cults, providing advice, and otherwise seeing to his interests. Often, an aspect of Baphomet secures itself as the leader of a tribe of minotaurs and uses these creatures as a private army to accomplish its goals. Baphomet's aspect generally appears similar to his true form, that of a muscular minotaur. His cultists sometimes call upon his aspect with *planar ally* or *planar binding* spells. The stats presented here are representative of the least of Baphomet's aspects; other, more powerful incarnations doubtless exist. For more general information on aspects, consult pages 46 and 47 of the *Miniatures Handbook*.

ASPECT OF BAPHOMET **CR 9**

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +6; **Senses** darkvision 60 ft., scent; Listen +20, Spot +20

Languages Abyssal, Common, Giant; telepathy 100 ft.

AC 23, touch 11, flat-footed 23 (natural cunning)

hp 105 (10 HD); **DR** 5/epic

Immune electricity, *maze*, poison

Resist acid 10, cold 10, fire 10

Fort +13, **Ref** +9, **Will** +12

Spd 40 ft.

Melee +1 *keen greataxe* +15/+10 (3d6+8/19–20/×3) and bite +12 (1d6+2) and gore +12 (1d8+2)

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +19

Special Atk bellow, Power Attack, powerful charge 2d6+7

Abilities Str 20, Dex 15, Con 22, Int 14, Wis 20, Cha 15

SQ natural cunning

Feats Alertness, Improved Initiative, Multiattack, Power Attack, Track[B]

Skills Climb +18, Handle Animal +15, Intimidate +15, Jump +22, Knowledge (nature) +17, Knowledge (the planes) +15, Listen +20, Search +15, Spot +20, Survival +18

Possessions +1 *keen greataxe*

Bellow (Su) Once every 1d4 rounds as a standard action, an aspect of Baphomet may unleash a thunderous bellow. All creatures within 30 feet must make a DC 17 Will save or become panicked for 1d6 rounds. This is a sonic, mind-affecting, fear effect. The save DC is Charisma-based.

Powerful Charge (Ex) An aspect of Baphomet typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the aspect to make a single gore attack with a +16 attack bonus that deals 2d6+7 points of damage.

Natural Cunning (Ex) An aspect of Baphomet possesses an innate cunning and logical ability similar to that of a minotaur. It is immune to *maze* spells, never becomes lost, and can track enemies as if it had the Track feat. It is never caught flat-footed.

Baphomet's Goals

Baphomet's driving goal is the destruction of his hated foe Yeenoghu. Neither demon lord remembers the genesis of this mutual hatred, but most of Baphomet's actions on the Material Plane are tied in some way to his war efforts against the Demon Prince of Gnolls, be it the harvesting of fresh souls that fuel his Abyssal holdings to the acquisition of potent magic items for his most powerful agents and generals.

On the Abyss, Baphomet's obsession with this war is even more apparent. He often personally leads vast armies of fiendish minotaurs, bulezau, and goristro against Yeenoghu's concerns on other layers. Likewise, Yeenoghu's constant attacks on Baphomet's outposts frequently force the Prince of Beasts to retaliate and reinforce. Actual attacks against Yeenoghu's Realm (or attacks on the Endless Maze by Yeenoghu, for that matter) are rare, since neither demon lord wants to waste his resources assaulting his enemy at the core of his power before he erodes that power elsewhere.

The Prince of Beasts has long been a lord of the Abyss, and in those centuries he has certainly made his share of alliances. Perhaps his strongest alliance (if at the same time his most unusual) is that with lady Pale Night, an enigmatic and unknowably ancient demon lord who dwelt upon the same layer of the Abyss Baphomet chose as his own long before he came to claim it. Pale Night's influence doesn't truly extend beyond the vast plateau on which her castle is located and it is believed that she maintains a second, even stranger empire on another layer of the Abyss that can be accessed through a portal near her Bone Castle. The two demons have never joined forces to accomplish a goal, but any attempt to lay siege to either of their holdings in the Endless Maze has met with resistance from both.

Certainly, Baphomet's dalliances

with Pale Night resulted in his contact with an even more ancient demon from the primeval Abyss, a fecund lord known only as Dwiergus, the Chrysalis Prince. Baphomet created the Tower of Science and began to breed and shape unique demons in his image not long after a period of time he spent with Dwiergus, so it would appear that this mysterious demon lord has some control over the shaping of demonic races. Baphomet has also approached Malcanthet, the Queen of Succubi, several times recently in an attempt to forge an alliance with her, yet their shared hatred of Yeenoghu, to this date, simply hasn't been enough for the two demons to overcome their vast differences in grooming and style.

With other demon lords, Baphomet's alliances tend to be brief and spontaneous affairs born out of sudden necessity rather than any real calculated moves. His latest brief alliance was with Ardat, the shrill and emotional Demon Queen of Harpies, when Baphomet wanted to enlist the aid of a cabal of half-fiend harpies known as the Soul Sirens in a brutal strike against the gnoll spire-city of Hykanask on the contested Abyssal Layer of Vorganund (layer 52). Once the Soul Sirens did their job, Baphomet betrayed them, stranding them on Vorganund as he turned his attentions elsewhere and adding Ardat to the constantly growing list of his enemies. Baphomet regards several other demon lords with particular hatred, especially Graz'zt and Orcus (both of whom recently managed to imprison Baphomet for a short period of time).

When he's not in battle, Baphomet spends much of his time in his Tower of Science, preparing for wars to come by breeding, shaping, and creating new forms of demonic life. He has met with great success in the past, with the creation of such demonic races as the bulezau, ghour, and goristro. Even his mistakes or abandoned projects sometimes produce

Vile Feats

The following feats originally appeared in *Book of Vile Darkness* (mature audiences only) and are frequently taken by those in the service of Baphomet.

Deformity Clawed Hands) (Vile)

Because of intentional self-mutilation, you have deformed arms and hands ending in sharp claws.

Prerequisite: Willing Deformity.

Benefit: Your claws grant you a single natural weapon that deals 1d6 points of damage on a hit. This damage is for a Medium creature; if you are a different size, the amount of damage changes as indicated on Table 7–4 on page 114 of the *Player's Handbook*. If you have one hand free, you can make a secondary attack with your free hand while you wield a weapon in your primary hand.

Thrall to Demon [Vile]

You supplicate yourself to a demon prince in return for a small measure of power.

Benefit: Once per day, while performing an evil act, you may call upon you demonic patron to add a +1 luck bonus on any one roll.

Special: Once you take this feat, you may not take it again; you may not be a thrall to more than one demon. Nor may you take the Disciple of Darkness feat (a similar feat that binds you to an archdevil.

Willing Deformity [Vile]

Through scarification, self-mutilation, and supplication to dark powers, you intentionally mar your own body.

Benefit: You gain a +2 deformity bonus on Intimidate checks.

dangerous results, such as the case with the wretched ankashars.

Baphomet's Cult

Minotaurs comprise the bulk of Baphomet's faithful, from the lone killer lurking in a forgotten labyrinth to the murderous cults of minotaurs said to dwell in the mazelike sewers below some major cities. Most minotaurs are faithful in lip service only, having little patience or interest in things concerning religion, but few would dare openly deny the power and sovereignty of the Prince of Beasts. Relatively solitary by nature, large tribes of minotarus are nearly always the result of a charismatic priest of Baphomet who has gathered his kin to populate one area and guard a holy site. These sacred sites always consist of complex mazes built around portals to the Abyss, fantastic treasures like *brazen skulls*, or key locations that the cult can use to stage raids on its enemies. A cult of Baphomet-worshiping minotaurs is a blight on the surrounding land and its savage assaults on nearby settlements quickly drive out most other races. Yet as savage and brutal as their attacks are against humans and their allied races, the true fury of Baphomet's servants is reserved for gnoll tribes. To a minotaur cultist, the murder of gnolls is the highest form of respect it can offer the Prince of Beasts. They believe that each gnoll slain and offered to Baphomet is one less gnoll in the mortal world and one more gnoll petitioner in the Abyss for him to personally destroy.

A growing number of humanoid cultists have taken to Baphomet's worship in poor rural areas. Desperate commoners sometimes turn to the worship of beast-cults organized by evil rangers who claim to venerate a nature deity, promising vengeance to those wronged by the government or other city-dwellers. These rangers call themselves the Temple of Redemption (or simply "Redeemers")—they view worship of Baphomet as the primal state of being, and think of those who worship other, "lesser" deities as having lost their way. The crusade to redeem these lost worshipers is little more than a fanatic excuse for murder and depravity. Rituals involving the decapitation of prize bulls are an important part of the Redeemer faith—it is said that those who listen at the mouth of a sacrificed bull can sometimes hear whispers of advice on how best to punish those who oppress the common folk. These whispers are, of course, the doubtful advice of Baphomet himself.

Unlike many other demon cults, Redeemers take no effort to hide their depravity and cruelty. Since they are typically based in small, remote settlements, they simply keep word of their presence from reaching more civilized areas by cowing anyone in the immediate area with fearful threats and promises of violence. Those they deem too dangerous to live are captured, bound to a cruel T-shaped iron frame, and decapitated in a short but bloody public sacrifice.

Clerics of Baphomet have access to the domains of Chaos, Evil, and Strength, and his favored weapons are the glaive and the greataxe. If you use the *Book of Vile Darkness* (mature audiences only), his clerics also have access to the Bestial domain. His symbol is that of a twisted circular maze awash in blood.

Thrall of Baphomet

Thralls of Baphomet are brutal warriors who serve the Prince of Beasts as unholy champions. They often act as leaders for groups of minotaurs, ogres, giants, and other monstrous worshipers of Baphomet. In humanoid society, a thrall of Baphomet is more likely a notorious and feared mercenary or bodyguard in the service of a high-ranking cleric. A thrall who manages to attain the bestial blessing (10th level) often travels to the Endless Maze on the Abyss to pledge his services directly to Baphomet. Those who displease the Prince of Beasts are eaten, but those he approves of are generally given large areas of the maze as personal domains to guard and patrol.

Most thralls of Baphomet are barbarians, fighters, or rangers. Some of them multiclass as rogues, although typically only for a few levels. Spellcasting classes generally don't take levels in this prestige class since it doesn't advance spellcasting, although it's not unheard of for particularly brutal cleric/rangers of Baphomet to make the sacrifice to their spellcasting capabilities to take levels of this prestige class.

Requirements

To qualify to become a thrall of Baphomet, a character must fulfill all the following criteria.

Alignment: Chaotic evil.

Base Attack Bonus: +6.

Skills: Handle Animal 9 ranks, Intimidate 9 ranks, Knowledge (religion) 4 ranks.

Feats: Great Fortitude, Improved Bull Rush, Power Attack, Thrall to Demon (Baphomet).

Special: The character must possess a natural attack. Characters who do not possess natural attacks as a racial benefit often take the Willing Deformity and Deformity (Clawed Hands) feats (see the Vile Feats sidebar). In extreme cases, prospective thralls of Baphomet have even committed suicide so an ally or paid spellcaster can cast *reincarnation* on them, hopefully bringing them back in a body more suited to thralldom.

Class Features

The following are class features of the thrall of Baphomet prestige class.

Weapon and Armor Proficiency: Thralls of Baphomet gain no additional proficiency with weapons or armor.

Fiendish Animal Companion (Ex): A thrall of Baphomet gains a fiendish animal as a companion. This ability functions like the druid ability of the same name, except that the companion has the fiendish template (see page 107 of the *Monster Manual*)

Hit Die: d12

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Fiendish animal companion
2nd	+2	+3	+0	+0	Breath of baphomet (1/day)
3rd	+3	+3	+1	+1	Blessing of the labyrinth
4th	+4	+4	+1	+1	Breath of baphomet (2/day)
5th	+5	+4	+1	+1	Feral visage
6th	+6	+5	+2	+2	Breath of baphomet (3/day)
7th	+7	+5	+2	+2	Dark communion
8th	+8	+6	+2	+2	Breath of baphomet (5/day)
9th	+9	+6	+3	+3	*Maze*
10th	+10	+7	+3	+3	Bestial blessing, breath of baphomet (at will)

Skills (2 + Int per level): Handle Animal (Str), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Ride (Dex), Search (Int), Spot (Wis), and Survival (Wis).

and the thrall of Baphomet's effective druid level equals twice his thrall of Baphomet class level. For example, the fiendish animal companion of a 6th-level thrall of Baphomet would be the equivalent of a 12th-level druid's animal companion. A thrall of Baphomet may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is double his thrall of Baphomet level. Like a druid, a thrall of Baphomet cannot select an alternative animal if the choice would reduce his effective druid level below 1st. Once a thrall of Baphomet gains a fiendish animal companion, he loses any other animal companions he may have gained from other class levels and can never again benefit from the standard animal companion ability gained from these other levels.

Breath of Baphomet (Su): At 2nd level, the thrall of Baphomet gains a breath weapon. He may use the breath weapon once per day. When the thrall gains this ability, he must select acid, cold, or fire as his breath weapon's energy type; once this energy type is chosen, it cannot be changed at a later time. This breath weapon is a line 5 feet long per class level and deals 1d6 points of damage of the appropriate type per class level to those caught in the line. A successful Reflex save (DC = 10 + the thrall's class level + the thrall's Constitution modifier) halves the damage inflicted.

The thrall of Baphomet can use his breath weapon an additional time each day once he reaches 4th level. At 6th level he can use this ability three times a day, and at 8th level he can do so five times per day. At 10th level, the thrall of Baphomet can use his breath weapon at will. A thrall of Baphomet capable of using his breath weapon more than once per day must wait 1d4 rounds between each use of his breath weapon.

Blessing of the Labyrinth (Ex): At 3rd level, the thrall of Baphomet must inscribe his flesh with tattoos of maze patterns (or if he has horns, he may carve maze patterns upon them). He now possesses the blessing of Baphomet's Endless Maze and is forever immune to the *maze* spell. Additionally, he gains a +2 profane bonus on attack rolls, weapon damage rolls, and Will saving throws while within a maze or labyrinth, as well as a +2 profane bonus to his Armor Class.

Feral Visage (Ex): At 5th level, a thrall of Baphomet grows a large pair of bull's horns from his head and gains a gore attack as a secondary natural weapon. If he already possesses a gore attack, he instead gains a bite attack as a secondary natural weapon. If he already possesses a gore and a bite attack, the damage die of these attacks increases one category.

The thrall's new natural weapon (gore or bite) deals 1d4 points of damage if he's Small, 1d6 if he's Medium, or 1d8 if he's Large. Consult tables 2–2 and 2–3 on page 28 of the *Dungeon Master's Guide* to determine the base damage of a smaller or larger thrall's new natural weapon.

The thrall gains a +4 competence bonus on Intimidate checks when he gains his feral visage.

Dark Communion (Sp): Once per week, a thrall of Baphomet can use one of the following as a spell-like ability: *commune, dream, lesser planar binding, mark of justice, nightmare, sending,* or *unhallow* (save DCs = 10 + spell level + the thrall of Baphomet's Cha modifier). The thrall must utilize a freshly-severed bull's head as an additional focus for the casting of the spell in addition to any other material components or experience point costs for casting the spell. The spell functions at a caster level equal to twice his thrall of Baphomet level.

***Maze* (Sp):** At 9th level, a thrall of Baphomet can use *maze* as a spell-like ability three times a day.

Bestial Blessing (Ex): At 10th-level, a thrall of Baphomet receives final confirmation of the Prince of Beasts' approval in the form of a potent and permanent increase to his Strength, Dexterity, or Constitution. The thrall selects one of these ability scores and increases it by 4; this is an untyped bonus, similar to those gained once every four character levels, and thus stacks with all other bonuses.

Baphomet's Minions

Baphomet is served by fiendish and half-fiend minotaurs, many of them possessing levels in barbarian, cleric, or ranger. His ability to cast *awaken* once per day ensures he always has a powerful ally like an intelligent dire bear, dire tiger, dinosaur, or similar minion at hand.

Baphomet is also served by bulezau, ghour, goristro, and ankashar-demons.

Goristros are immense, hulking demons that combine the brutal visage of a bison, a bear, and a overly-muscled man. Often used by other demon lords as guardians, pets, or even living foundations for mobile citadels, goristroi are as dull-witted as they are tenaciously strong. These demons are detailed in *Manual of the Planes*.

Ghour demons are a smaller variant of the more destructive goristro. Used primarily as ambassadors and advisors to his minotaur, ogre, and giant cultists in Faerûn, ghour demons are detailed in *Lost Empires of Faerûn*. They are only rarely encountered in other worlds and planes, with the obvious exception of the Abyss itself.

Bulezau

Large Outsider (Chaotic, Evil, Extraplanar, Tanar'ri)
Hit Dice: 10d8+70 (115 hp)
Initiative: +2
Speed: 30 ft.
Armor Class: 23 (–1 size, +2 Dex, +12 natural), touch 11, flat-footed 21
Base Attack/Grapple: +10/+20
Attack: *Huge* +1 *ranseur* +14 melee (3d6+16/19–20/x3)*
Full Attack: *Huge* +1 *ranseur* +14/+9 melee (3d6+16/19–20/x3)* or 2 claws +12 melee (1d6+9)* and gore +10 melee (2d6+6)* and tail +10 melee (1d8+6)*
Space/Reach: 10 ft./10 ft. (20 ft. with ranseur)
Special Attacks: Blood frenzy, powerful charge, spell-like abilities, *summon tanar'ri*
Special Qualities: Damage reduction 10/cold iron, darkvision 60 ft., immune electricity, and poison, outsider traits, resist acid 10, resist cold 10, resist fire 10, scent, spell resistance 18, telepathy 30 ft., wield oversized weapon
Saves: Fort +14, Ref +9, Will +8
Abilities: Str 22, Dex 14, Con 24, Int 6, Wis 12, Cha 10
Skills: Climb +19, Intimidate +13, Jump +19, Listen +14, Spot +14, Swim +19
Feats: Improved Critical (ranseur), Multiattack, Power Attack, Weapon Focus (ranseur)
Environment: The Abyss
Organization: Solitary or troop (4–8)
Challenge Rating: 9
Treasure: Standard plus *huge +1 ranseur*
Alignment: Always chaotic evil
Advancement: —
* Includes adjustments for 3-point Power Attack

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Its flesh twitches and writhes, festering with open sores and patches of discoloration. The demon's frame is painfully thin, festooned with short patches of bristles here and there. Its head is that of a large, sickly ram, with massive curved horns, pale watery eyes, and froth-caked lips stretched over thin, needlelike fangs. Its tail writhes snakelike, the tip a twisted tangle of metallic spines. Despite its emaciated frame, the beast wields a great ranseur far too large for its size with unnerving grace and control.

Bulezaus are one of Baphomet's greatest creations. Unlike the goristro, the goat-headed bulezau possess minds capable of grasping most relatively simple battlefield tactics, yet they tend to be dumb enough that organized revolt is never really a problem. A bulezau fights with an oversized ranseur with shocking grace, supporting its tremendous blows with gores from its ramlike horns or swipes with its tail, the tip of which bears a bony knob studded with long, thin spines. As Baphomet often summons bulezaus to aid him (or sends them to aid his minions on other planes), their base statistics are presented here. Further information on these warlike demons can be found in the upcoming *Fiendish Codex I: Hordes of the Abyss*.

COMBAT

A bulezau excels in melee combat. Always under the effect of *see invisibility*, a bulezau usually begins combat with a *shout* directed at the densest cluster of enemies. It prefers to engage foes in areas where its victims have nowhere to run; if it attacks in an open area, a bulezau typically uses *solid fog* to block easy escape routes.

A bulezau starts melee combat with a charge, following up in the succeeding rounds with full attacks, using the reach of its *huge +1 ranseur*. Against targets that get inside of this reach, a bulezau switches to its claws, gore, and tail attacks, dropping its ranseur to gain full attacks. It generally saves uses of its fear spell-like ability for desperate situations, since it prefers to keep its enemies close and within reach of its weapons.

Blood Frenzy (Ex): A bulezau that takes damage in combat can fly into a frenzy in the following round, attacking madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and takes a –2 penalty to Armor Class. A bulezau cannot end its frenzy voluntarily.

Powerful Charge (Ex): A bulezau typically begins battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows a bulezau to make a single gore attack with a +17 attack bonus that deals 4d6+9 points of damage.

Wield Oversized Weapon (Ex): A bulezau is skilled at wielding weapons one size category larger than itself, and do not take any penalties when fighting with such weapons.

Spell-Like Abilities (Sp): At will—*command* (DC 11), *greater teleport* (self plus 50 pounds of objects only), *see invisibility*, *solid fog*, *telekinesis* (DC 15); 3/day—*fear* (DC 14); 1/day—*shout* (DC 14). Caster level 10th. These save DCs are Charisma-based.

***Summon Tanar'ri* (Sp):** Once per day, a bulezau can attempt to summon 1d6 dretches, but with only a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

ANKSHAR

Large Outsider (Chaotic, Evil, Extraplanar)
Hit Dice: 12d8+60 (114 hp)
Initiative: +4
Speed: 30 ft., fly 40 ft. (poor)
Armor Class: 22 (–1 size, +13 natural), touch 9, flat-footed 22
Base Attack/Grapple: +12/+22
Attack: Bite +17 melee (1d8+6 plus disease)
Full Attack: Bite +17 melee (1d8+6 plus disease) and 2 wings +15 melee (1d6+3) and gore +15 melee (1d8+3) and tail +15 (1d8+3 plus trip)
Space/Reach: 10 ft./5 ft.
Special Attacks: Disease, gaze of madness, trip
Special Qualities: Compact body, damage reduction 10/good, darkvision 60 ft., immune disease, mind affecting spells, and poison, outsider traits, resist acid 10, resist fire 10, scent, spell resistance 16
Saves: Fort +13, Ref +8, Will +10
Abilities: Str 22, Dex 11, Con 20, Int 6, Wis 14, Cha 11
Skills: Hide +11, Listen +17, Move Silently +15, Search +13, Spot +17, Swim +21
Feats: Flyby Attack, Hover, Improved Initiative, Multiattack, Wingover
Environment: The Abyss
Organization: Solitary, pair, or brood (3–8)
Challenge Rating: 8
Treasure: None
Alignment: Always chaotic evil
Advancement: 13–16 HD (Large); 17–30 HD (Huge); 31–36 HD (Gargantuan)

This terrifying creature looks like a skinned bull, a man, a bear, and a reptile melted together into one horrific single creature. Its head is a misshapen combination of all four forms, with large horns and a fanged snout. Its body is vaguely bull-shaped, but its six legs are a tangled mess of limbs mixing bear, bull, human, and reptilian features. Some, but not all, of its feet are hooved. It has large batlike wings that have cruel hooked claws, and a long, almost crocodilian tail.

The first ankashars were almost an accident. Created by Baphomet on a whim when he was seized with a fleeting urge to design a demonic mount to ride into battle, the Prince of Beasts abandoned this plan when the result turned out to be too ill-tempered to trust in combat. Today, the ankashars are limited to the region immediately surrounding the Tower of Science, but they breed true and their presence is expanding. When his sense of humor strikes him, Baphomet sometimes sends an ankashar to a cult on the Material Plane that beseeches him for aid, figuring that if the cult can't survive and benefit from such a wildly dangerous and

unpredictable gift, they're better off not existing in the first place.

Combat

Ankashars are as unpredictable in combat as they are in form. Their typical tactics involve rushing from foe to foe, biting, slapping, and goring their opponents with abandon. A group of ankashars rarely act as a coordinated group, each focusing instead on whatever opponent draws its attention or happens to be closest.

Disease (Su): Anyone bitten by an ankashar must make a DC 21 Fortitude save or contract a wretched supernatural disease called warpflesh. The victim immediately suffers 2d4 points of Dexterity damage as the bitten portion of his body warps and grows deformed. As the disease progresses, the victim's body deforms further, contorting into a monstrous parody of his true form with each passing day. The victim can attempt a new DC 21 Fortitude save each day to resist taking another 2d4 points of Dexterity damage. Unlike normal diseases, a victim cannot naturally recover from warpflesh; it must be healed via magic like *remove disease* or *heal* or the victim will eventually become perpetually paralyzed as his body deforms into something that can't move at all. As long as a victim suffers from warpflesh, he is more susceptible to hostile transformation attacks—he suffers a –4 penalty to saving throws against all effects that physically alter the shape and function of his body (including spells like *baleful polymorph*, *flesh to stone*, and to effects like Baphomet's bestial curse). The save DC is Constitution-based.

Gaze of Madness (Su): 1d6 points of Wisdom damage, 30 feet, Will save DC 16 negates. This is a mind-affecting insanity effect. The save DC is Charisma-based.

Trip (Ex): An ankashar that hits with a tail attack can attempt to trip the opponent (+10 check modifier, including a +4 racial bonus to trip attacks) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the ankashar.

Compact Body (Ex): The ankashar can retract or extend its wings and two of its legs into its misshapen body as part of a move action. While its wings and legs are retracted, the ankashar's space is reduced to that of a creature one size category smaller than its normal size (its reach is unaffected). It cannot fly while in this form, nor can it use its wings to make attack actions. This ability allows the ankashar to quickly and effortlessly navigate areas normally restrictive for a Large creature. While compact, the ankashar gains a +4 bonus on Hide checks.

Baphomet's Realm

Baphomet claims the 600th layer of the Abyss, a realm known to scholars as the Endless Maze. This layer of the Abyss is infinite in size, a sprawling labyrinth of twisted corridors and eternal hallways. Although an infinite maze, the layer nonetheless has a core, a place commonly accepted to be the starting point and the ultimate destination of the maze itself. This is Baphomet's palace, the Lyktion.

The Endless Maze itself sprawls in every direction. The passageways range in size from narrow crawlways barely a foot in diameter to grand, vaulted promenades hundreds of feet tall and wide, although for the most part the passageways average 10 feet wide and 10 feet tall. Near the Lyktion and Baphomet's other immediate points of interest the maze architecture is intricate, clean, and well maintained, with walls of ivory, white marble, granite, and porphyry. The immaculate condition of the maze is often marred by great swaths of blood, mangled bodies, and other gruesome leavings from battles

between demons, adventurers, and other lost souls. The further one gets from the Lyktion, the less well-kept the maze becomes. The architecture grows old, crumbling, ruined, and strewn with refuse. In many areas, the carved walls of the maze give way to a tangled network of natural caverns. As Baphomet's power increases, these natural caverns are slowly transformed into worked stone, and the ruined portions of the Endless Maze grow pristine. Most of these passageways remain at a fairly constant temperature of about 80° F, although in some remote passageways the temperatures can vary wildly. Light is a rarity in the maze, as the denizens of Baphomet's realm have little need for it on their hunts.

In several areas of the Endless Maze, the labyrinth opens into what most travelers assume are vast, open-air regions. Where the maze opens into these regions, jagged cliffs or worked walls of stone soar up and out of sight. Other entrances to the maze may exit at any height along these walls, sometimes as complex balconies or clusters of mysterious towers with flickering lights beckoning in their strangely narrow windows. The sky often has an unnerving gray cast and seems to be curiously "low," as if the place were constantly overcast with gloomy clouds. Light exists in these regions, although it is scarcely more than one would expect at twilight. In fact, the clouds above simply mask the truth; there is no sky in the Endless Maze, only higher ceilings of unworked stone along which scampering, unseen demonic insects writhe and scuttle. Every now and then, one of these things dies and falls to the ground below, giving rise to rumors that the Abyssal Layer "above" the Endless Maze is a realm populated by insectoid monsters.

The primary inhabitants of the Endless Maze are fiendish minotaurs. Large tribes of these monsters dwell in the maze, each laying claim to a different section of tunnels. Most of these tribes are led by half-fiend minotaurs, minotaur thralls of Baphomet, or rogue bulezaus who have escaped their duties in the Blood War. In the larger tunnels, it's not uncommon to encounter wild goristro demons who have yet to be captured and claimed by other demon lords. Baphomet turns a blind eye to the "hunting parties" of demons (made primarily of glabrezu) sent to the Endless Maze to seek out and capture these goristroi for use by their masters; the Prince of Beasts figures he can always make more if he needs them. Ankishar are common in the eroded regions of the Endless Maze, particularly near the morbid Tower of Science. Other demons are common as well, particularly near areas where portals to other Abyssal layers exist. Portals to layers ruled by demon lords such as Graz'zt, Orcus, Pazuzu, Pale Night, and Malcanthet are known to exist within a few day's travel from the Lyktion, while countless others certainly exist further away. The Endless Maze is not without its "wild animals" as well, mostly ill-tempered beasts like fiendish bisons, dire animals, and monstrous beasts like chimeras, manticores, and girallions, although these monsters are unorganized and tend to keep to fairly limited territories.

One other caste of denizen in the Endless Maze should be mentioned as well: the desperate souls known only as the Lost. Most of the Lost are humanoids (a fair number of which are gnolls and humans), set loose by Baphomet by the hundreds every few months from prisoners harvested deep below his palace. Baphomet allows these prisoners to make their way into the Endless Maze as they will, only to hunt them down at his whim. Often, when an allied demon lord or powerful spellcaster comes to call, Baphomet allows his visitor to hunt the Lost within the maze, promising aid only if the visitor captures a specific individual the Prince of Beasts released into the labyrinth some time ago. In a few remote corners of the maze, these groups have managed to band together into small, desperate communities who spend most of their time in a hopeless attempt to map the labyrinth, constantly seeking a way out to safety. But in almost every case, the "way out" leads only to greater peril elsewhere in the Abyss.

The Bone Castle of Pale Night: This sinister castle resides at the periphery of the central maze, abutting the edge of territory Baphomet calls his own. He

Baphomet in the Real World

As with many of the demons that populate the D&D cosmology, Baphomet has origins in the real world. His incarnation as a winged, goat-headed, hermaphroditic demon that comes from Eliphas Levi's *Transcendental Magic* may have inspired the demon lord's minotaur-like shape in D&D. The name Baphomet has certainly been used as a synonym for "Satan" or "demon" over the years. Certainly, the concept of a goat-headed demon can be traced back to this source. He has appeared numerous times in modern literature and film, including a pair of short novels by James Blish (*Black Easter* and *The Day After Judgement*), Clive Barker's short story "Cabal" (and the movie version, *Nightbreed*, both of which depict Baphomet as the lord of a hidden race of shapechanging monsters), and the classic Hammer Film *The Devil Rides Out* (based on the Dennis Wheatley novel of the same name), in which the old goat himself has a cameo appearance during an orgiastic demon ritual handily disrupted by Christopher Lee and friends.

Yet little of this has any actual bearing on the historical genesis of Baphomet as an occult figure. The Inquisition claimed that the Knights Templar (a monastic order that gained great power during the Crusades) worshiped an infernal entity known as Baphomet, supposedly depicted by idols of a severed bearded head. Of course, confessions from Templars were obtained under torture and later recanted, so the validity of this fact remains in question.

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Brazen Skull (minor Artifact)

Baphomet doesn't generally pay close attention to the actions of his cultists on the Material Plane, but this is not to say that he's not interested in their goals and development. He simply counts his war with Yeenoghu as more important. When he first discovered that many rural communities were turning to his worship, he created thirteen brass busts of his bestial visage, fitting each with the severed horns of his thirteen greatest (at the time) minotaur priests. Named the *brazen skulls*, each of these cumbersome minor artifacts looks identical.

A *brazen skull* appears to be a bull's skull made out of riveted plates of gold. The horns are real but are painted with blood. The eyesockets contain large milky pearls, and instead of cow teeth the skull has red metallic fangs. The skull sits on an iron podium covered with hooks that hold it in place.

The spirits of the minotaur clerics Baphomet sacrificed to create these items still exist, although they remain dormant most of the time. A *brazen skull's* attendant spirit can be awakened by anointing it with the blood of a humanoid sacrifice. Doing so causes the skull's eyes to glow with a ruddy light. The person who anointed the skull can then beseech it for a demonic boon. Each skull has the spellcasting power of a 13th-level cleric of Baphomet, although its selection of spells is limited. In order to convince the skull to cast a spell, the user must make an Intimidate check (DC 10 + the level of the spell requested + 2 for each previous use that day) as a full-round action. Failure indicates the skull grows dormant and cannot be used again for the remainder of the day. Success indicates that the skull casts the spell for the user at the target indicated. If a spell requires costly material components or a costly focus, the user must place the costly component in the skull's mouth. Material components are consumed as the spell is cast, but a focus is not. If a spell requires experience points to cast, they are deducted from the user's total. If a spell has a range of personal, it instead targets the user of the skull.

A *brazen skull* typically has the following spells available: 6/day—*create water, cure light wounds*; 5/day—*cure moderate wounds*; 2/day—*cure critical wounds, cure serious wounds, magic vestment, restoration*; 1/day—*antilife shell, atonement, blasphemy, break enchantment, commune, desecrate, dispel good, divination, enlarge person, heal, magic circle against good, obscure object, resurrection, speak with dead, spell immunity, stoneskin, zone of truth*. Spells cast do not replenish naturally. The user must partake of a vile ritual involving the sacrifice of a living creature (not necessarily an intelligent one) at midnight. This ritual takes an hour to perform, and if the skull has been used to cast any spells within the previous 8 hours, the ritual fails. Otherwise, it automatically restores all previously cast spells.

Strong (all schools); CL 13th; Weight 50 lb.

affords Pale Night a fairly sizable realm and has never attempted to treat this region otherwise; the strange respect he shows to this mysterious demon lord has prompted many rumors that the two are lovers, although those demons caught thinking such thoughts are generally found out by the Prince of Beasts and eaten alive.

Pale Night's Bone Castle resembles nothing as much as a tangled tower built of skeletal hands. It stands at the center of a roughly circular plain of bones, the distant walls of the Endless Maze little more than a smudge on the horizon. Visitors to her castle are few and far between, and those few who manage to emerge speak of vast galleries where the demoness has placed the flickering shadows of her victims on display.

The Fields of Brass: Baphomet's taste for battle is matched by his interest in watching great beasts fight to the death (usually against each other, but sometimes against particularly troublesome adventurers he has captured). He constructed the Fields of Brass to serve as an arena for the mightiest of these fights. Built into a bowl-shaped crater, this immense arena measures nearly a thousand feet in diameter. The fighting grounds themselves consist of an ovoid-shaped field of brass plates hammered crudely into the ground in overlapping patterns. These patterns themselves form a sort of maze-like design, and provide an unforgiving surface on which to do battle. The surrounding walls are not actually tiers of seats but a curved section of open-air labyrinths that are often incorporated into the battles when creatures in the central area attempt to flee into them. Of course, these passages are heavily trapped, and all are in good view of the immense throne of brass and bone that Baphomet typically watches from on the field's highest rim.

The Lyktion: Baphomet's palace rises from a mesa in a large chamber at the heart of the Endless Maze. This massive structure is kept in immacu-

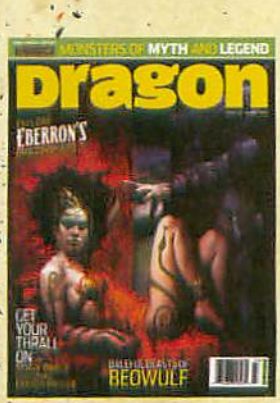
late shape by hundreds of constantly toiling quasits who work to ensure that no blemish mars the building's façade. The palace is surrounded by a mazelike moat that extends outward to a radius of a mile; this moat-maze is an insanely complex three-dimensional labyrinth of stairs, bridges, towers, and slopes that is populated by the most savage of Baphomet's favorite beasts.

The Lyktion itself is a towering structure. Although the layout of the interior is unknown, one thing is certain: the number of portcullises that open directly from the Lyktion's foundations into the surrounding moat-maze would indicate that the dungeons below the place harbor what may be one of the greatest collections of exotic and dangerous beasts in the Abyss.

The Tower of Science: Baphomet chose an immense cylindrical chamber to build this brass and iron tower, nearly filling the chamber, leaving only a 15-foot-wide gap between its outer walls and the ragged inner walls of the cavern in which it stands. There are no entrances into the tower at ground level, although there are dozens of bridges connecting doorways in the tower's side to passageways leading into the chamber at varying heights. The tower roof is a large dome that incorporates a wide groove, exposing the circular chamber within. This chamber can rotate, and a ridged ramp can be extended, allowing access to any one of thirteen different openings in the chamber roof, leading to other parts of the Endless Maze.

The tower itself is about 100 feet wide and 300 feet tall; it contains sixteen separate floors, each dedicated to a different "science" that Baphomet holds dear. These sciences include such devotions as torture, death, skinning, taxidermy, vivisection, dissection, flesh grafting, breeding experimentation, and the construction of new skeletal frameworks by mixing and matching bones from hundreds of different donor creatures. Yet for all the grim and sinister purpose of these floors, the rumors of what goes on in the dungeons below the Tower of Science are what most scholars of the Abyss fear even to whisper. For it is said that Baphomet keeps immense fleshpits and bonegardens below that he uses in his endless attempts to create new demonic life. The bulezau, ghour, goristro, and ankashar demons represent the successes, but they are said to pale in comparison to the monstrous failures that flop and sputter in these damned vaults. And deep below these horrendous chambers lie what may well be the greatest horror the Endless Maze has to offer: the infamous Maze of the Misbegotten, an unmapped underlabyrinth that lies in the shadow of the Endless Maze above and serves as home to the cancerous and ruinous monstrosities that even Baphomet, Prince of Beasts, would rather see locked away.

DISCOVER THE SECRETS OF THE DEMONOMICON



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Baphomet, Prince of Beasts, lures the unwary into his endless maze only to devour them, mind, body, and soul.

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Forging Friends

Construct Familiars

by Kieran Turley

Illustrated by Joy Choi and Jung Hong Teak

Sorcerers and wizards wield vast arcane might. These magicians have the power to create guardians and golems with astounding abilities. Is it no wonder then that such spellcasters might focus their energies toward improving their closest comrades? Construct familiars allow for more powerful companions without resorting to extraplanar beings that may possess their own agendas. Constructs prove stronger than standard familiars, immune to many of the dangers posed to flesh and blood companions.

Dozens of different construct familiars have been designed and built over the centuries. Most resemble common animals and insects but some truly ancient familiars appear to have been created with extinct animals in mind.

CONSTRUCTION

Building a construct familiar involves a long and difficult process. The first part of construct creation requires building a body for the spark of consciousness to inhabit. In order to create a body, the character must possess the Improved Familiar feat and must meet the prerequisites required to construct the familiar, including the creation cost, XP, and time spent. The creation process strengthens the master-familiar bond, so the character must create the construct himself.

After creating the body, the spellcaster continues by summoning a familiar in the normal manner. Upon completion of the summoning ritual a spark of the creator's consciousness inhabits and animates the prepared body. This personality mimics the animal form that it inhabits, but retains some of its creator's habits and traits. Forged familiars follow the standard rules for improved familiars laid out in the *Player's Handbook* and *Dungeon Master's Guide*.

Should a construct familiar become damaged its master may repair it. This may be acomplished through spells, like *repair light damage* (from *Spell Compendium*), or through more mundane means. Physically repairing a construct familiar takes 1 hour and costs 10 gp in supplies per hit point repaired.

The following listings represent the base constructs without abilities or attributes added due to their masters' level. As with other familiars, construct familiars have Hit Dice equal to their masters', half their masters' total hit points, their master's saves, and base attack bonus.

Familiar Type	Level Required
Copper Asp	3rd level
Razor Hawk	3rd level
Crystal Cat	5th level
Glass Dragonfly	5th level
Salvage Rat	5th level
Erudite Owl	7th level
Mercurial Spider	7th level

COPPER ASP

Tiny Construct
Hit Dice: 1d10 (5 hp)
Initiative: +3
Speed: 15 ft. (3 squares), climb 15 ft.
Armor Class: 19 (+2 size, +3 Dex, +4 natural), touch 15, flat-footed 16
Base Attack/Grapple: +0/–10
Attack: Bite +5 melee (1d3–2)
Full Attack: Bite +5 melee (1d3–2)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Poison spray
Special Qualities: Construct traits, familiar traits, scent
Saves: Fort +0, Ref +3, Will +1
Abilities: Str 6, Dex 17, Con —, Int 6, Wis 12, Cha 4
Skills: Balance +12, Climb +12, Hide +16, Listen +5, Spot +6
Feats: Weapon Finesse
Environment: Any
Organization: Solitary
Challenge Rating: 1/2
Treasure: —
Alignment: Any (same as creator)
Advancement: —
Level Adjustment: —

Curled up like a fine copper armband in the shape of a snake, this tiny creature's scales catch the light beautifully and its green-jeweled eyes reflect images with an emerald cast.

The copper asp is obsessive regarding status and respect. Those who don't show the asp's master the proper deference often end up covered in its venom. The asp may be instructed to restrict its reactions to verbal berating but it retains its fixation.

Copper asps speak Common.

COMBAT

Copper asps avoid melee combat whenever possible, preferring to stay in the shadows and spitting at any opponent that draws too close.

Poison Spray (Ex): Up to three times per day the copper asp may spit poison with a 10-foot range (+5 ranged touch). If struck, the target is subject to the asp's contact poison. Fortitude DC 10, initial and secondary damage of 1d4 Con. The save DC is Constitution-based.

Skills: Copper asps have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A copper asp can always choose to take 10 on a Climb check, even if rushed or threatened. Copper asps use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher.

CONSTRUCTION

The creation of a copper asp involves the molding and sculpting of dozens of copper rings as well as the installation of a pair of valuable emeralds (costing a total of 500 gp). This requires either a DC 15 Craft (gemcutting) or Craft (metalsmithing) check.

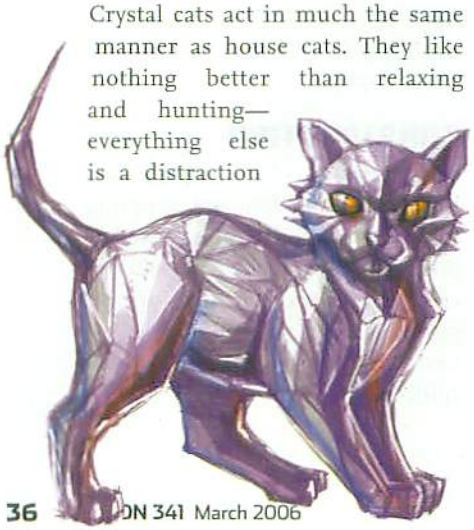
CL 3rd; Craft Construct, *animate rope, Melf's acid arrow,* caster must be at least 3rd level; Price 3,500 gp; Cost 2,000 gp + 120 XP.

CRYSTAL CAT

Tiny Construct
Hit Dice: 2d10 (11 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 18 (+2 size, +3 Dex, +3 natural), touch 15, flat-footed 13
Base Attack/Grapple: +1/–9
Attack: Claw +7 melee (1d3–2)
Full Attack: 2 claws +7 melee (1d3–2) and bite +1 melee (1d4–2)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Sharp hide
Special Qualities: Construct traits, familiar traits, low-light vision, scent, transparent
Saves: Fort +0, Ref +4, Will +1
Abilities: Str 7, Dex 18, Con —, Int 2, Wis 12, Cha 7
Skills: Balance +12, Climb +8, Hide +20, Jump +12, Listen +3, Move Silently +9, Spot +3
Feats: Weapon Finesse
Environment: Any
Organization: Solitary
Challenge Rating: 1
Treasure: —
Alignment: Any (same as creator)
Advancement: —
Level Adjustment: —

This creature appears as a translucent crystalline feline with sharp edges at its joints. Barely visible, the cat stalks with soundless purpose.

Crystal cats act in much the same manner as house cats. They like nothing better than relaxing and hunting—everything else is a distraction from these pursuits. The construct's weakness lies in its interior: they are more delicate than a standard construct familiar and require constant maintenance in order to remain in working condition.



COMBAT

In combat, crystal cats stick close to their masters, protecting them as best they can. If alone, crystal cats usually flee from combat, relying upon their stealth for safety.

Sharp Hide (Ex): Creatures grappling with a crystal cat or attacking it with natural weapons take 1d4 points of slashing damage per round of contact or successful attack as the cat's sharp edges cut into them.

Transparent (Ex): Crystal cats prove difficult to see, even under normal lighting conditions. Characters must make a DC 15 Spot check to even notice a crystal cat. If the cat is actively hiding, the DC equals its Hide check, as usual.

Skills: Crystal cats have a +4 racial bonus on Climb and Move Silently checks and a +8 racial bonus on Balance, Hide, and Jump checks. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks.

CONSTRUCTION

The creation of a crystal cat requires painstaking hours carefully carving a single block of pure crystal costing at least 1,000 gp. This requires either a DC 15 Craft (gemcutting) or Craft (sculpting) check.

CL 5th; Craft Construct, *invisibility, keen edge,* caster must be at least 5th level; Price 5,000 gp; Cost 3,000 gp + 160 XP.

ERUDITE OWL

Tiny Construct
Hit Dice: 3d10 (16 hp)
Initiative: +3
Speed: 10 ft. (2 squares), fly 40 ft. (average)
Armor Class: 19 (+2 size, +3 Dex, +4 natural), touch 15, flat-footed 16

Base Attack/Grapple: +1/–11
Attack: Talons +7 melee (1d4–1)
Full Attack: 2 talons +7 melee (1d4–1)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Spell-like abilities
Special Qualities: Construct traits, familiar traits, low-light vision
Saves: Fort +1, Ref +4, Will +3
Abilities: Str 8, Dex 17, Con —, Int 10, Wis 14, Cha 10
Skills: Listen +14, Move Silently +17, Spot +6*, Diplomacy +9
Feats: Weapon Finesse, Weapon Focus (talon)
Environment: Any
Organization: Solitary
Challenge Rating: 2
Treasure: —
Alignment: Any (same as creator)
Advancement: —
Level Adjustment: —

Gazing with bright yellow diamond eyes, this creature is made of a shining blue metal in the shape of a barn owl.

Erudite owls rank among the brightest of familiars, blessed with keen minds and quick wits. Initially created as diplomatic assistants, these familiars offer wise council appropriate to the situation at hand. Erudite owls put their construct status to good use, often posing as simple statues or clockwork marvels rather

than revealing themselves openly. The owls preen themselves constantly as a regular bird would even though it serves no purpose.

Erudite owls speak Common.

COMBAT

Usually, erudite owls avoid combat whenever possible but resort to using their talons when seriously threatened.

Spell-Like Abilities (Sp): 2/day—*detect magic, detect poison, comprehend languages.*

Skills: Owls have a +8 racial bonus on Listen checks and a +14 racial bonus on Move Silently checks. *They have a +8 racial bonus on Spot checks in areas ofshadowy illumination.

CONSTRUCTION

Creating the body of an erudite owl is a painstaking process of carefully cutting and folding thin sheets of high quality steel and polishing two perfect diamond eyes (costing a total of 2,000 gp). This requires either a DC 15 Craft (gemcutting) or Craft (metalsmithing) check.

CL 7th; Craft Construct, *comprehend languages, detect magic, detect poison, fly,* caster must be at least 7th level; Price 7,000 gp; Cost 5,500 gp + 200 XP.

GLASS DRAGONFLY

Tiny Construct
Hit Dice: 2d10 (11 hp)
Initiative: +2
Speed: 20 ft. (4 squares), fly 80 ft. (good)
Armor Class: 18 (+2 size, +4 natural, +2 Dex), touch 14, flat-footed 14
Base Attack/Grapple: +1/–8
Attack: Bite +5 Melee (1d4–1)
Full Attack: Bite +5 Melee (1d4–1)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Spell-like abilities
Special Qualities: Construct traits, darkvision 60 ft., familiar traits,
Saves: Fort +0, Ref +2, Will +1
Abilities: Str 8, Dex 14, Con —, Int 3, Wis 12, Cha 10
Skills: Spot +6
Feats: Weapon Finesse
Environment: Any
Organization: Solitary
Challenge Rating: 1
Treasure: —
Alignment: Any (same as creator)
Advancement: —
Level Adjustment: —

Possessing wings of hardened, multicolored stained glass, this creature looks like a dragonfly. Its body boasts polished gold construction with two glowing green gemstones serving as eyes.

Whimsy forms the core of the glass dragonfly, being easily distracted by nearby objects and events. Only with great difficulty can a master focus his familiar's attention to even the simplest tasks. The dragonfly's preferred mode of transport involves lying flat along its master's arm and wrapping its limbs around him. The master suffers no impediment and the dragonfly might be mistaken for a piece of jewelry while being carried.

COMBAT

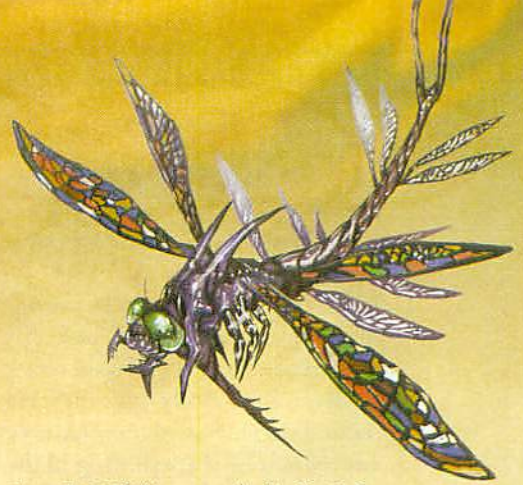
When threatened, the glass dragonfly frequently uses its *color spray* ability, causing a cascade of light to pass through its raised wings.

Spell-Like Abilities (Sp): 3/day—*color spray* (DC 11). The save DC is Charisma-based.

CONSTRUCTION

Creating a glass dragonfly is a delicate process involving colored glass, a polished gold carapace, and emerald eyes (costing a total of 1,500 gp). This requires either a DC 15 Craft (gemcutting) or Craft (metalsmithing) check.

CL 5th; Craft Construct, *color spray, fly,* caster must be at least 5th level; Price 5,500 gp; Cost 3,500 gp + 160 XP.



MERCURIAL SPIDER

Tiny Construct
Hit Dice: 2d10 (11 hp)
Initiative: +3
Speed: 20 ft. (4 squares), climb 10 ft.
Armor Class: 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14
Base Attack/Grapple: +1/–10
Attack: Bite +6 melee (1d3–3 plus poison)
Full Attack: Bite +6 melee (1d3–3 plus poison)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Poison
Special Qualities: Construct traits, darkvision 60 ft., familiar traits, fluid form, tremorsense 60 ft.
Saves: Fort +0, Ref +3, Will +0
Abilities: Str 5, Dex 17, Con —, Int 2, Wis 10, Cha 2
Skills: Climb +11, Hide +15, Move Silently +6, Spot +6
Feats: Weapon Finesse
Environment: Any
Organization: Solitary
Challenge Rating: 1
Treasure: —
Alignment: Any (same as creator)
Advancement: —
Level Adjustment: —

Like a tiny spider made of liquid silver, this small creature slides and crawls from place to place with calculated efficiency.

Mercurial spiders in their natural form appear as smooth and silvery versions of Tiny monstrous spiders. They rarely stay in their natural shapes due to their natures and advanced shapeshifting abilities. Rumors say evil mages sell mercurial spiders as "valuable statues" only to later rob the buyer's corpses as they lie poisoned while they slept.

Mercurial spiders possess a well-earned reputation for patience. These solid familiars can wait in one place for days before striking and always act with caution. Mercurial spiders revel in court politics, replacing webs of silk with those made of intrigue.

COMBAT

The mercurial spider prefers to attack incapacitated foes and uses its fluid form ability to get close to sleeping or otherwise unaware victims. For this reason they prove the familiar of choice for those involved in plots and assassinations.

Fluid Form (Su): The mercurial spider may mimic the form of any Tiny inanimate object. This ability is like the spell *statue*, except that the spider may adopt any form and it does not gain hardness through the use of this ability. This transformation lasts until the spider wills it to end or upon its destruction.

This ability also allows a mercurial spider to pass through small holes or even cracks without slowing its speed. As long as the opening allows the passage of liquid, the spider can slide through the hole.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Skills: Mercurial spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A mercurial spider can always choose to take 10 on Climb checks, even if rushed or threatened. Mercurial spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

CONSTRUCTION

Creating the body of a mercurial spider involves gathering a sufficient quantity of mercury and mixing it with the proper rare metals and poisons (costing a total of 1,500 gp). This requires either a DC 15 Craft (alchemy) or Craft (metalsmithing) check.

CL 7th; Craft Construct, *polymorph, spider climb,* caster must be at least 7th level; Price 6,500 gp; Cost 4,000 gp + 200 XP.

RAZOR HAWK

Tiny Construct
Hit Dice: 1d10 (5 hp)
Initiative: +3
Speed: 10 ft. (2 squares), fly 60 ft. (average)
Armor Class: 20 (+2 size, +3 Dex, +5 natural), touch 15, flat-footed 17
Base Attack/Grapple: +0/–10
Attack: Wing blades +5 melee (1d8–2)
Full Attack: Wing blades +5 melee (1d8–2)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: —
Special Qualities: Construct traits, familiar traits, low-light vision
Saves: Fort +0, Ref +3, Will +2
Abilities: Str 7, Dex 17, Con —, Int 2, Wis 14, Cha 6
Skills: Listen +4, Spot +12
Feats: Flyby Attack[B], Weapon Finesse
Environment: Any
Organization: Solitary
Challenge Rating: 1/2
Treasure: —
Alignment: Any (Same as creator)
Advancement: —
Level Adjustment: —

Crafted from silver and iron, these great birds possess sharp wings and arcane glyphs displayed across their breasts. Their eyes glow with a violet light.

The spirit inhabiting a razor hawk does not suffer fools lightly. A kingly bearing and a noble streak a mile wide combine to make this a difficult beast to control. Dishonorable or craven masters find the razor hawk wild and liable to inflict "accidental" wounds upon them in battle.

COMBAT

In combat the razor hawk prefers to make use of its Flyby Attack feat, slashing its enemies with its wing razors.

Skills: Razor hawks have a +8 racial bonus on Spot checks.

CONSTRUCTION

The creation of a razor hawk involves folding and hammering sheets of iron and rare metals (costing 200 gp) into the shape of a hawk. This requires either a DC 15 Craft (blacksmithing) or Craft (weaponsmithing) check.

CL 3rd; Craft Construct, *gust of wind,* caster must be at least 3rd level; Price 2,200 gp; Cost 1,200 gp + 80 XP.

SALVAGE RAT

Tiny Construct
Hit Dice: 1d10 (5 hp)
Initiative: +2
Speed: 15 ft. (3 squares), burrow 5 ft. (through metal only), climb 15 ft.
Armor Class: 17 (+2 size, +2 Dex, +3 natural), touch 14, Flat-footed 15

Base Attack/Grapple: +0/–10
Attack: Bite +4 melee (1d4–2 plus rust)
Full Attack: Bite +4 melee (1d4–2 plus rust)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Rust
Special Qualities: Construct traits, familiar traits, low-light vision
Saves: Fort +0, Ref +2, Will +1
Abilities: Str 6, Dex 15, Con —, Int 2, Wis 12, Cha 2
Skills: Balance +10, Climb +10, Hide +8, Move Silently +8
Feats: Weapon Finesse
Environment: Any
Organization: Solitary
Challenge Rating: 1
Treasure: —
Alignment: Any (same as creator)
Advancement: —
Level Adjustment: —

This creature resembles a large rat made from chunks of rusted metal. Gaps in the metal plates allow crimson light and black smoke to spill out.

Cowardly creatures, salvage rats attempt to run from any danger they encounter. The rat possesses a terrible bite that rusts metal and, as a result, it tends to gnaw on any metal it can find unless expressly forbidden to by its master. The construct proves quite loyal to its creator, even overcoming its instinctual fear of combat to come to his aid.

COMBAT

In combat, salvage rats dart from foe to foe hiding in the shadows and biting whenever possible while avoiding drawn out melee confrontations.

Rust (Ex): A salvage rat that makes a successful bite attack causes the target's metal armor to corrode and lose some of its protective value. Each bite reduces the armor bonus granted by –1 until the armor grants no bonus and is destroyed. Magic armor receives a DC 10 Reflex save to avoid this effect. The save DC is Constitution-based. This bite does not affect shields, weapons, or other pieces of metal equipment.

Skills: Salvage rats have a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance and Climb checks. A rat can always choose to take 10 on Climb checks, even if rushed or threatened. A salvage rat uses its Dexterity modifier instead of its Strength modifier for Climb checks.

CONSTRUCTION

The creation of a salvage rat is a messy business requiring sifting through a great deal of scrap metal and other junk looking for just the right pieces. Other small components for its form are simple to find (costing a total of 500 gp). The creation process requires either a DC 15 Craft (armorsmithing) or Craft (blacksmithing) check.

CL 5th; Craft Construct, *acid splash, shatter,* caster must be at least 5th level; Price 6,500 gp; Cost 3,500 gp + 240 XP.

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LESSER GOLEMS

Automatons for Amateurs

by Campbell Pentney • illustrated by Andrew Hou

Not all golems are created equal. For many novice spellcasters, the most basic materials available are enough to create the guardians or companions they require. Whether crafted from scrap metal found at ancient battle sites or fungi harvested in the darkest forests, lesser golems still possess enough resistances and special abilities to pose a danger to unwary adventurers.

Most of these golems are designed to challenge low- to mid-level parties, but when advanced in power or encountered in large numbers they can be equally dangerous to experienced heroes. The relatively low cost to create these golems might make them an attractive choice for a PC spellcaster who wishes to craft a unique bodyguard.

GOLEM, FUNGUS

Medium Construct
Hit Dice: 6d10+20 (53 hp)
Initiative: –1
Speed: 20 ft. (4 squares; can't run)
Armor Class: 16 (–1 Dex, +7 natural), touch 9, flat-footed 16
Base Attack/Grapple: +4/+8
Attack: Slam +8 melee (1d10+4)
Full Attack: 2 Slams +8 melee (1d10+4)
Face/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon, infectious touch
Special Qualities: Construct traits, damage reduction 5/slashing, low-light vision, magic immunity
Saves: Fort +2, Ref +1, Will +2
Abilities: Str 18, Dex 8, Con —, Int —, Wis 11, Cha 1
Skills: —
Feats: —
Environment: Any land
Organization: Solitary, pair, or gang (3–4)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 7–10 HD (Medium), 11–18 HD (Large)
Level Adjustment: —

The creature is a shambling, roughly humanoid mass of mold, spore sacs, toadstools, and fibrous growths fused together into a single form. Its head is devoid of any facial features and its arms are composed of a knotted, rubbery clumps of rot.

Fungus golems stand around 6 feet tall, weigh approximately 250 pounds, and despite their smaller size are often mistaken for shambling mounds. Druids who favor damp swamps for their homes and require ever-watchful guardians often craft these constructs. The magic involved in the construction of such golems hardens the layers of plant matter that compose the body of a fungus golem, turning soft fungi into a surface not unlike hardened rubber.

COMBAT

While fungus golems have excellent strength and resilience, their real power comes from the toxins and spores hidden throughout their bodies.

Breath Weapon (Ex): 15-foot cone, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial and secondary damage 1d4 Con. Fortitude DC 13 negates. The save DC is Constitution-based.

Infectious Touch (Ex): Any wound inflicted by the fungus golem becomes infected with spores and begins to fester. Any hit points lost to a fungus golem's slam attack does not heal naturally. A *remove disease* spell ends this effect and allows natural healing to occur.

Magic Immunity (Ex): A fungus golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

Antiplant shell functions normally against fungus golems, *remove disease* renders the golem's infectious touch attack nonfunctional for 1d4 rounds, and *neutralize poison* prevents the golem from using its breath weapon for 1d6 rounds.

CONSTRUCTION

The creation of a fungus golem is a painstaking process and involving the collection and assembly of a large variety of exotic fungi (costing at least 1,000 gp). Once enough components have been gathered, the fungi must be fused together and crafted into an appropriate form. This requires either a DC 20 Craft (alchemy) check or a DC 20 Profession (herbalism) check.

CL 7th; Craft Construct, *command plants, plant growth*, caster must be at least 7th level; Price 7,000 gp; Cost 4,000 gp + 240 XP.

GOLEM, JUNK

Medium Construct
Hit Dice: 8d10+20 (64 hp)
Initiative: –1
Speed: 20 ft. (4 squares; can't run)
Armor Class: 17 (–1 Dex, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple: +6/+10
Attack: Slam +10 melee (2d6+4)
Full Attack: 2 Slams +10 melee (2d6+4)
Face/Reach: 5 ft./5 ft.
Special Attacks: Metal rot
Special Qualities: Construct traits, damage reduction 5/bludgeoning, low-light vision, magic immunity, salvage, self-repair
Saves: Fort +2, Ref +1, Will +2
Abilities: Str 18, Dex 8, Con —, Int —, Wis 11, Cha 1
Skills: —
Feats: —
Enviroment: Any land
Organization: Solitary or gang (3–4)
Challenge Rating: 5
Treasure: See below
Alignment: Always neutral
Advancement: 9–14 HD (Medium); 15–24 HD (Large)
Level Adjustment: —

The junk pile rises up, pulling itself into a roughly humanoid shape. It stands almost seven feet tall and is composed entirely of rusted metal, glass bottles, chunks of wood, and numerous other bits of refuse.

Junk golems are constructed from the refuse of society and are often formed from the fractured remains of weapons or machinery. These automatons are favored creations of many gnome or dwarven priests who worship gods dedicated to engineering or machinery and who do not wish to see any ingenuity go to waste. Junk golems are able to find replacement pieces to repair damage to their bodies, but rumors tell of golems that have left their masters and wander the world, continually building onto their bodies and growing more massive in size.

COMBAT

Despite their rickety appearances junk golems are particularly resilient to most physical damage. Because the parts of a junk golem tend to be hard but brittle, they are vulnerable to blunted weapons. When a junk golem is victorious in battle, it typically strips its opponents of items to repair itself (see below).

Metal Rot (Su): Once every 1d4+1 rounds, as a free action, the junk golem can draw upon the corrosion, decay, and rust within its body to expel a cloud of metal-rotting orange gas into the air. This gas affects any metallic object within 5 feet of the creature and deals 1d6 points of damage to all such items (ignoring hardness). Metal magic items do not receive saving throws, but any creature within this area may make a DC 14 Reflex save to avoid the gas completely. This save DC is Constitution based.

Magic Immunity (Ex): A junk golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

Mending repairs 1 hit point of damage to the golem, while *make whole* repaires 3d6 hit points of damage. Junk golems are treated as a crystalline creature for the purposes of the *shatter* spell, which affects them normally.

Salvage (Ex): Although most of the individual items that make up a junk golem are worthless, a DC 15 Search of the creature's remains reveals 1d6 mundane items that are still functional (roll on Table 3–8 on page 56 of the *Dungeon Master's Guide*).

Self Repair (Ex): Junk golems are able to retrieve discarded items and add them to their own form, replacing damaged components and reinforcing their bodies with new pieces of metal or wood. Generally, a wandering junk golem can use this ability to repair 1d6 hit points per hour, but in areas with large amounts of items (battle sites, scrap heaps, and so on) this ability may be used to repair 3d6 hit points per hour.

CONSTRUCTION

To create a junk golem, the creator must build a body from various types of waste materials. While the material cost of these components is negligible, the resulting body is unstable and must be infused with magical energy to bind the individual pieces together. Building the body requires a DC 15 Craft (armorsmithing) or a DC 15 Craft (weaponsmithing) check.

CL 7th; Craft Construct, *make whole, magical vestment, locate object,* caster must be at least 7th level; Price 9,000 gp; Cost 4,500 gp + 360 XP.

GOLEM, PAPER

Small Construct
Hit Dice: 2d10+10 (21 hp)
Initiative: +5
Speed: 30 ft. (6 squares)
Armor Class: 16 (+5 Dex, +1 size), touch 16, flat-footed 11
Base Attack/Grapple: +1/–4
Attack: Slash +1 melee (1d6–1/18–20/x3)
Full Attack: 2 Slashes +1 melee (1d6–1/18–20/x3)
Face/Reach: 5 ft./5 ft.
Special Attacks: Augmented critical
Special Qualities: Construct traits, low-light vision, magic immunity, vulnerability to fire, vulnerability to slashing
Saves: Fort +0, Ref +5, Will +0
Abilities: Str 8, Dex 20, Con —, Int —, Wis 11, Cha 1
Skills: —
Feats: —
Environment: Any land
Organization: Solitary, pair, gang (3–4), or ream (10–20)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 3–4 HD (Small); 5–6 HD (Medium)
Level Adjustment: —

The lithe figure stands around four feet tall and appears to be made out of a single piece of intricately folded paper. The creature's form is delicate and angular, with paper blades for arms that taper to razor-sharp points.

Often created for their aesthetic value rather than their combat ability, paper golems are particularly favored in lands where the art of origami is appreciated. Several nobles have been said to decorate their audience chambers with a number of these creatures, often creating light decorative costumes for the golems to wear. Because of their simplistic

design, it is difficult to create detailed features on a paper golem, but many crafters have built their paper golems in the form of samurai, complete with twin paper swords.

COMBAT

While paper golems are extremely fragile, their lack of weight makes them incredibly agile and difficult to strike. Paper golems are also particularly dangerous in large numbers, as even the most stalwart of opponents can begin to falter under a relentless series of stinging cuts.

Augmented Critical (Ex): The arms of a paper golem are razor thin, allowing it to make lethal attacks. A paper golem threatens a critical hit on a natural 18–20, and if successful deals ×3 damage.

Immunity to Magic (Ex): A paper golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

Any spell that deals fire damage affects the golem normally and deals extra damage. Any spell that creates at least 1 gallon of water on the creature *slows* the golem (as the spell) for 1d6 rounds.

Vulnerable to Fire: Paper golems are particularly susceptible to the effects of fire. A paper golem takes half again as much (+50%) damage from fire, regardless of whether it succeeds on a saving throw. In addition, any paper golem damaged by a fire effect catches on fire and takes extra fire damage equal to half the initial damage in the following round.

Vulnerable to Slashing: Paper golems can be easily shredded with any slashing weapon, and they take half again as much (+50%) damage from such attacks.

CONSTRUCTION

A paper golem's body is formed from a single piece of high-quality paper, which must be folded in a complex pattern to create the vague shape of a human. The body is then treated with expensive solvents and alchemical substances (worth at least 200 gp). Crafting the body is a difficult task and requires a DC 15 Craft (origami) check.

CL 5th; Craft Construct, *keen edge, mending, resistance,* caster must be at least 5th level; Price 600 gp; Cost 400 gp + 16 XP.

GOLEM, TIN

Medium Construct
Hit Dice: 3d10+23 (39 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 19 (+7 natural, +2 shield), touch 10, flat-footed 17
Base Attack/Grapple: +2/+4
Attack: Masterwork heavy mace +5 melee (1d8+2)
Full Attack: Masterwork heavy mace +5 melee (1d8+2)
Face/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Construct traits, craftsmanship, low-light vision, magic immunity, proficiency, speech
Saves: Fort +1, Ref +1, Will +1
Abilities: Str 14, Dex 10, Con —, Int 5, Wis 11, Cha 1
Skills: Climb +5, Craft (weaponsmithing) +6, Profession (miner) +6, Spot +3
Feats: Skill Focus (Craft [weaponsmithing]), Toughness
Environment: Any land
Organization: Solitary, pair, or gang (3–4)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 4–6 HD (Medium); 7–12 HD (Large)
Level Adjustment: —

This creature has a humanoid shape formed from sheets of bent and molded tin. The body is shaped like armor and its limbs are formed of a flexible joints braced with metallic bands. The creature's facial features are angular and sharp, with eyes full of a cold calmness.

Tin golems are often created as servants, slaves, or even companions rather than basic guardians. The complexity of a tin golem's creation means that they are imbued with a very basic intelligence. While tin golems are resilient and immune to magical effects they are better suited as couriers, artisans, or laborers than as warriors. They can also understand, follow, and even respond to basic instructions.

COMBAT

Tin golems are not specialized in combat and they are more likely to be found in workshops or guilds than in the front lines of battle. Their proficiency with weapons and shields, however, allows them to use some of the items they have been given or have constructed themselves.

Craftmanship (Ex): Because tin golems have basic intelligence and their limbs are more flexible than typical constructs, tin golems are able to perform complex tasks such as woodcutting, weaponsmithing, or building. All tin golems have 6 ranks in two Craft or Profession skills chosen by their creator. These ranks are in addition to any ranks gained from Hit Dice or class levels.

Magic Immunity (Ex): A tin golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

Rusting grasp affects the creature normally. Any magical attack that deals electricity damage *slows* the creature (as the spell) for 3 rounds with no saving throw allowed.

Proficiency (Ex): Tin golems do not have the powerful fists of other golems and are better suited to wielding weapons such as swords, maces, or axes. Tin golems are proficient with all simple and martial weapons and all shields (except tower shields).

Speech (Ex): Unlike most golems, tin golems are capable of speech, although their speech is halting and monotonous.

CONSTRUCTION

The materials involved in the construction of a tin golem's body are inexpensive (400 gp), but the actual crafting of the body is more difficult. To craft the body requires a DC 20 Craft (armorsmithing) or a DC 20 Craft (weaponsmithing) check. The body is then infused with magical energies and components that turn the inanimate metal into a construct. The creator can also teach the golem up to two Craft or Profession skills that the caster has at least 6 ranks in, a process that takes three days per skill. If the creator does not possess such skills, the golem does not get the bonus skill points for the craftsmanship ability.

CL 5th; Craft Construct, *fox's cunning, magic mouth, mending,* caster must be at least 5th level; Price 6,400 gp; Cost 3,400 gp + 240 XP.

GOLEM, WAX

Medium Construct
Hit Dice: 2d10+20 (31 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 15 (+5 natural), touch 10, flat-footed 15
Base Attack/Grapple: +1/+4
Attack: Slam +4 melee (1d10+3)
Full Attack: 2 slams +4 melee (1d10+3)
Face/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Construct traits, lifelike, low-light vision, magic immunity, melt down
Saves: Fort +0, Ref +0, Will +0
Abilities: Str 16, Dex 10, Con —, Int —, Wis 11, Cha 1
Skills: Disguise +10 (+5 if made to look like a specific individual)
Feats: —
Environment: Any land
Organization: Solitary or gang (3–4)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4–6 HD (Medium)
Level Adjustment: —

This unremarkable looking human is garbed in a heavy cloak and appears unarmed. He has a blank expression devoid of any emotion.

Wax golems are designed to be as lifelike as possible and sometimes, if the creator is skillful enough, to appear as a specific individual. Careful examination of such a construct reveals its artificial nature, and thus wax golems are often garbed in heavy clothing with wigs or jewelry added to maintain a sense of realism. Wax golems are typically employed to act as "doubles" for prominent politicians, wizards, or generals. In some cases, enhanced wax golems are used to infiltrate enemy positions and either attack from within or commit acts of sabotage. Wax golems can only comprehend basic commands and cannot speak themselves.

COMBAT

Wax golems have only basic combat abilities, but they often have the element of surprise to give them an advantage.

Lifelike (Ex): Wax golems can appear exceptionally lifelike from a distance. The wax golem effectively receives a +15 racial bonus on any Disguise skill check to conceal its true nature. This

bonus is reduced to +10 if made to look like a specific individual. Any creature succeeding on an opposed Spot check sees the true nature of the golem. Ignore penalties for gender, race, and age category, but the Spot check bonuses for seeing through the disguise of a known individual apply. Once created, a wax golem's appearance cannot be changed.

Magic Immunity (Ex): A wax golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

Fire damage (whether magical or not) *slows* the golem for 3 rounds (as the spell). *Fabricate* allows the caster to permanently alter the appearance of the golem (although a new Craft check is required as described below).

Melt Down (Ex): When a wax golem is destroyed it melts into a pool of liquid wax that quickly dissolves completely, leaving only clothes and accessories behind.

CONSTRUCTION

Most of the time spent creating a wax golem is in the carving and forming of the creature's body from a single, massive block of wax. After this numerous reagents must be added to the body, hardening it and coloring the wax appropriately (costing a total of 500 gp). Carving the body requires a DC 15 Craft (sculpting) check. The creator recieves a +2 circumstance bonus on this check if he possesses 5 or more ranks in the Disguise skill.

CL 5th; Craft Construct, *alter self, endure elements,* caster must be at least 5th level; Price 2,500 gp; Cost 1,500 gp + 80 XP.

GOLEM, WOOD

Medium Construct
Hit Dice: 4d10+20 (42 hp)
Initiative: –1
Speed: 20 ft. (4 squares)
AC: 17 (–1 Dex, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple: +3/+6
Attack: Slam +6 melee (1d10+3)
Full Attack: 2 slams +6 melee (1d10+3)
Face/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Buoyant, construct traits, damage reduction 5/slashing, fast repair, fire vulnerability, low-light vision, magic immunity
Saves: Fort +1, Ref +0, Will +1
Abilities: Str 16, Dex 8, Con —, Int —, Wis 11, Cha 1
Skills: —
Feats: —
Environment: Any land
Organization: Solitary, pair, or cord (3–4)
Challenge Rating: 3
Treasure: None
Advancement: 4–6 HD (Medium); 7–12 HD (Large)
Level Adjustment: —

This rigid, humanoid figure appears to be formed completely out of wood. The creature's body has been carved to give it the appearance of a soldier. Its crudely cut face is bereft of any emotion or reaction.

Wood golems stand just under 6 feet tall and weigh around 350 pounds. The body of a wood golem can be fashioned into almost any likeness, though often soldiers, knights, or squires are seen as appropriate designs. Sometimes alternative shapes such as horses, giant chess pieces, or various monsters are used. Druids favor the creation of these golems, as the materials involved are very appropriate for their particular magic. Often, a wood golem is carved from an ancient tree that has fallen to the ground. It is then set to guard the forest against any unwanted intruders.

COMBAT

In combat a wood golem uses its arms like clubs, battering its opponents into the ground. While wood golems are a significant threat in melee combat, the use of fire against them easily changes the odds.

Buoyant (Ex): Wood golems float in water and other liquids, and automatically suceed at any Swim check to remain at the surface.

Fast Repair (Su): If a wood golem is damaged, its body begins to warp and knit itself together, repairing 2 hit points per round. This ability is identical to fast healing, except that it repairs damage rather than curing it. If the golem is reduced to 0 hit points or less then the wood ceases to renew and the golem is destroyed. Hit points lost as a result of fire damage cannot be repaired with this ability.

Fire Vulnerability: The body of a wood golem is, naturally, very susceptible to fire damage. Wood golems take half again as much (+50%) damage from fire. In addition, hit points lost to fire damage cannot be repaired by the golem's fast repair ability.

Magic Immunity (Ex): A wood golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

Any spell that deals fire damage affects the golem normally and deals extra damage. *Antiplant shell* affects wood golems as if they were plants. *Plant growth* repairs all damage dealt to a wood golem, restoring it to full hit points.

CONSTRUCTION

A wood golem's body must be crafted from 350 pounds of high-quality wood and treated with exotic oils and herbal preparations costing at least 1,000 gold pieces. Carving the body requires a DC 15 Craft (sculpting) check. The golem must then be buried beneath the earth in an area containing a large number of trees or plants for one week.

CL 5th; Craft Construct, *wood shape, barkskin,* caster must be at least 5th level; Price 4,000 gp; Cost 2,500 gp + 120 XP.

Arcane Upgrade

Warforged Magic Items

by John Polojac

illustrated by Kalman Andrasofszky

The race of warforged are living constructs, their bodies composed of an arcane melding of magically animated ceramic, steel, pewter, and wood. Members of the race have the unique ability to incorporate magic devices and weapons into themselves. These bonded items, known as warforged components, may be attached to the bodies of warforged character or embedded within the warforged's frame.

Any character capable of creating a magic item can make the same magic item as a warforged component, and any warforged character capable of using a magic item can use the same item as a warforged component. Warforged components use the special rules presented on page 268 of the EBERRON *Campaign Setting* and summarized here.

A warforged component usually occupies the same space on the body that a magic item of the same kind normally would.

There is no chance of damaging an embedded warforged component when the warforged rolls a 1 on a saving throw, and an embedded component cannot be targeted by an attack independently of the warforged who bears it.

If a warforged component requires activation, the character with the component can activate it with a thought.

Attaching or detaching a warforged component is a standard action that never provokes an attack of opportunity.

BASIC COMPONENTS

Basic components are ordinary magic items modified to serve as warforged components or are specially designed components with no unusual characteristics.

CIRCLET OF THE THIRD EYE

ATTACHED COMPONENT

This headband, composed of a blue-white metal, bears the symbol of a single eye. On command, the symbol transforms into an actual living eye mounted on a 6-inch-long eyestalk in the middle of the warforged's forehead.

The eye glows a bright yellow and is clearly visible even in darkness or deep shadow (all Hide checks are made at a –5 penalty while the eye is active). The character gains darkvision with a range of 60 feet and can continuously *see invisibility*, as the spell. In addition, the eyestalk is extraordinarily elastic and extends to a length of up to 10 feet.

Opponents may target and damage the eyestalk, which is AC 20 and has 15 hit points. If the eyestalk is destroyed it immediately vanishes and cannot be used again for one week.

The circlet's eye can function for a total of 1 hour per day. This duration need not be consecutive, but each activation of the third eye must last at least 10 minutes.

Faint transmutation; CL 4th; Craft Wondrous Item, *alter self*, *darkvision*, *see invisibility*; Price 30,000 gp; Weight 1 lb.

DISK OF ILLUMINATION

EMBEDDED COMPONENT

The *disk of illumination* is a slim metal token in the shape of the sun that glitters whenever struck by even the dimmest light. Three times per day, the disk can illuminate the nonwood portions of the warforged's body, making it shine as the *daylight* spell for 1 hour (centered on the warforged). Whenever the warforged is illuminated in this way, the bright light makes looking directly at the warforged difficult, granting the warforged a +2 concealment bonus to AC. This AC bonus does not apply against opponents that rely on senses other than sight to detect and target the warforged.

The disk takes up space as an amulet on the warforged's body.

Moderate evocation; CL 6th; Craft Wondrous Item, *daylight;* Price 20,000 gp; Weight 1 lb.

DISK OF SHADOW
EMBEDDED COMPONENT

This disk, a slim metal token in the shape of a crescent moon, always seems somehow shrouded in shadow even if placed in direct sunlight. Three times per day, the disk can cause inklike black vapors to pour from the warforged's mouth, shrouding it in shadowy illumination as the *darkness* spell for 1 hour (centered on the warforged). Whenever the warforged is shrouded in this way, the shadows hide the warforged's movements, granting it a +2 concealment bonus to AC and a +5 bonus on Hide checks. These bonuses do not apply against creatures that possess darkvision or other senses that allow them to ignore the effects of darkness.

The disk takes up space as an amulet on the warforged's body.

Moderate evocation; CL 6th; Craft Wondrous Item, *darkness;* Price 20,000 gp; Weight 1 lb.

GAUNTLET OF THE DEFT HAND
ATTACHED COMPONENT

This single gauntlet is made of a fine metal mesh, impervious to the effects of natural rusting or tarnishing. Upon speaking the proper command word the warforged's fingers transform into fine tools suitable for precision work. The warforged gains a +5 competence bonus on Craft checks that involve fine details (such as gemcutting, silversmithing, and so on), as well as Disable Device and Open Locks checks. Using the *gauntlet of the deft hand* precludes the warforged from holding a weapon in its transformed hand for the duration of the effect.

Once activated, the gauntlet's effect lasts indefinitely, but its wearer can deactivate and remove the gauntlet at will. The warforged may use the various blades and tools created by the gauntlet an exotic weapons. The tools deal only 1d4 points of slashing or piercing damage (user's choice).

Faint transmutation; CL 4th; Craft Wondrous Item, *alter self;* Price 7,500 gp; Weight 1 lb.

GAUNTLETS OF EXCAVATION
ATTACHED COMPONENT

These oversized gauntlets are forged from dull gray pig-iron and appear battered from use, even when newly created. When activated, the gauntlets extend the warforged's arms. The warforged's hands transform into shovels and can dig through earth and stone, displacing 10 cubic feet of earth or 2 cubic feet of stone every 10 minutes. The shovel arms have an effective Strength score equal to 20 or the warforged's own Strength score, whichever is greater. When activated, the gauntlets make the warforged top-heavy and unable to wield anything in its hands. It loses its Dodge bonus to AC (if any) and takes a –5 penalty on all Dexterity-based skills. Both gauntlets must be worn for the magic to be effective.

The warforged may use the gauntlets for a total of 1 hour per day. This duration need not be consecutive, but each activation must last at least 10 minutes. The warforged may use the shovel blades as exotic weapons. The shovel blades deal only 1d4 points of slashing damage.

Moderate transmutation; CL 5th; Craft Wondrous Item, *alter self, soften earth and stone;* Price 8,000 gp; Weight 8 lb.

IRON-TOOTH GIRDLE
ATTACHED COMPONENT

This girdle consists of two wide, dull-gray metal bands affixed by a hinge in the back and a sturdy clasp in the front engraved with the symbol of an open, fang-filled mouth. With a command word, the torso of the warforged wearing the *iron-tooth girdle* violently contorts and splits open, transforming into a great maw filled with a vicious set of gnashing metal teeth. The maw can stretch from the warforged's torso in order to make one bite attack per round (in addition to any other attacks the warforged can make). This is a secondary natural attack with a 5-foot reach. The maw deals 3d6 points of piercing damage, threatens a critical on a roll of 19–20, and is considered a magic weapon for the purpose of overcoming damage reduction.

During a grapple, the warforged can attack with the maw without taking the normal –4 penalty for attacking while in a grapple. If the warforged succeeds in pinning an opponent, it can have the maw automatically deal its bite damage to the pinned opponent each round.

The girdle's maw can make a total of ten bite attacks per day.

Moderate transmutation; CL 7th; Craft Wondrous Item, *polymorph;* Price 15,000 gp; Weight 10 lb.

JEWELS OF DAZZLING LIGHT
EMBEDDED COMPONENT

Composed of clusters of various multihued gemstones placed in arcane patterns around both forearms of the

warforged, the *jewels of dazzling light* glow faintly and pulsate when exposed to light, sending arcs and waves of rainbow colors across the warforged. The colorful patterns have a pleasing, slightly hypnotic aspect, and the warforged gains a +2 enhancement bonus on Diplomacy checks made against creatures that can see the warforged. These jewels also grant the warforged a number of spell-like abilities, usable whenever the warforged is within a square lit by bright illumination. The spell-like abilities granted by the jewels are: 5/day—*dancing lights, daze* (DC 10), *flare* (DC 10); 3/day—*color spray* (DC 11), *hypnotism* (DC 11); 1/day—*rainbow pattern* (DC 16).

The jewel patterns take up space on the warforged as would a pair of bracers.

Moderate illusion; CL 7th; Craft Wondrous Item, *color spray, dancing lights, daze, flare, hypnotism, rainbow pattern;* Price 17,000 gp; Weight 1/2 lb.

SCORPION BRAND
EMBEDDED COMPONENT

Made of a 6-inch-square sheet of steel and edged with gold trim, this item bears in its center a stamped impression in the shape of a stylized scorpion. Once affixed to the chest of a warforged, the *scorpion brand* allows its bearer to manifest an 8-foot-long, wickedly barbed tail composed of segmented metal. The tail can stretch from the warforged's back in order to make one sting attack per round (in addition to any other attacks the warforged can make). This is a secondary natural attack with a 10-foot reach. The sting deals 1d6 points of damage and injects a poison (injury, Fortitude DC 14, initial and secondary damage 1d6 Dex) and is considered a magic weapon for the purpose of overcoming damage reduction.

Opponents may target and damage the tail, which is AC 20 and has 30 hit points. If the tail is destroyed it immediately vanishes and cannot be used again for one week.

The brand's tail can make a total of ten sting attacks per day.

Moderate transmutation; CL 7th; Craft Wondrous Item, *alter self, poison;* Price 17,500 gp; Weight 1 lb.

SPRING-HEELED BOOTS
ATTACHED COMPONENT

Hard leather uppers and iron soles sewn on with copper wire comprise these calf-high boots. When the command word is spoken coiled springs grow from the soles of the boots and the warforged gains the following effects:

- +20 bonus on Jump checks with no maximum jump distance.
- Speed increases by +15 feet so long as the warforged can lope and hop (this requires at least 10 feet of clearance between floor and ceiling). If the ceiling is less than 10 feet high the warforged's base movement is halved.
- Takes half damage from falling if the warforged succeeds on a DC 15 Reflex save.
- Due to instability, the warforged loses its dodge bonus to AC when it doesn't move at least 10 feet in a round. It takes a –4 penalty on Balance checks.

The boots can function for a total of 10 rounds per day. This duration need not be consecutive.

Faint transmutation; CL 5th; Craft Wondrous Item, *alter self, jump;* Price 45,500 gp; Weight 4 lb.

STONE OF INTERNAL FIRE
EMBEDDED COMPONENT

A rust-hued and highly polished stone, this egg-shaped component is warm to the touch. The warforged must swallow the stone, which is thereafter incorporated into the warforged's internal components.

Once per day, when the warforged speaks the proper command word, the stone (and the warforged) grows incredibly hot for 5 rounds. A thick cloud of roiling steam erupts from the warforged's mouth to create a *fog cloud,* as the spell but with the following additional properties. Creatures adjacent to the warforged when the *stone of internal fire* is active take 1d4 points of fire damage each round they remain adjacent. A creature that touches the warforged when it is heated by the stone takes 2d4 points of fire damage (this is in addition to damage for being adjacent, if that applies).

For all the protection the *stone of internal fire* offers, it does come with

a cost. Every round the stone is active the warforged takes 1d4 points of fire damage. The warforged must make a DC 15 Fortitude save each round. If it fails, any flammable object worn, held, or carried by the warforged bursts into flame.

Moderate evocation; CL 6th; Craft Wondrous Item, *fog, heat metal;* Price 10,000 gp; Weight —.

ARTIFACT COMPONENT

The secrets of constructing artifact components have been long forgotten. Those who built the first warforged crafted such devices to take full advantage of the malleability and resilience of the warforged form. The transmutation effects of such artifacts often reshape a warforged in a radical fashion, imposing changes that no organic being could survive. Most of these artifacts are designed to change a warforged in ways that greatly enhance the character's fighting ability, turning an already formidable combatant into a true war machine.

THE CLONE MASK

This ceramic face-plate is simple but striking in design: it is blue on one side and red on the other, and the mask's crafted expression contorts from smile to frown. The mask is fashioned with four short chains of an unknown alloy that hold the mask to the face of a warforged. Despite its seemingly fragile construction, the mask is extraordinarily resistant to damage and has a hardness of 10 and 35 hit points.

Once per day, the warforged can undergo an astounding change for up to 1 hour. Its upper body splits in two, with each half then reforming into a complete head, set of arms, and torso. At the same time the lower body of the warforged grows broader and sprouts a third leg. This transformation requires 1 complete round, during which time the warforged can take no other actions (although it can defend itself normally).

The *clone mask* can only be used by a warforged with a base attack bonus of at least +6. Although the warforged has two heads while the mask is active, it still only has one mind and can still only take the normal number of actions per round. If one of the warforged's heads get decapitated (as from a vorpal weapon) the warforged immediately reverts to normal form and is stunned for 2d4 rounds.

When the command word is spoken and the transformation is complete the warforged gains the following effects:

- When making a full attack action, the warforged may make one extra attack. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit is cumulative with similar effects, such as a *haste* spell.)
- The warforged gains an additional 2d10 temporary hit points.
- The warforged may grapple with one opponent without penalty and may attempt to grapple a second (although successfully doing so incurs all the normal penalties).
- The warforged cannot be flanked.
- The warforged gains the powerful build trait. The physical stature of the modified warforged lets it function in many ways as if it were one size category larger. Whenever the warforged is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the warforged is treated as one size larger if doing so is advantageous to it. The warforged is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. The modified warforged can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this trait stack with the effects of powers, abilities, and spells that change the subject's size category.
- +2 bonus on all Listen and Spot checks.
- The warforged gains a +4 stability bonus when resisting a trip attack.

Strong Transmutation; CL 20th; Weight 1 lb.

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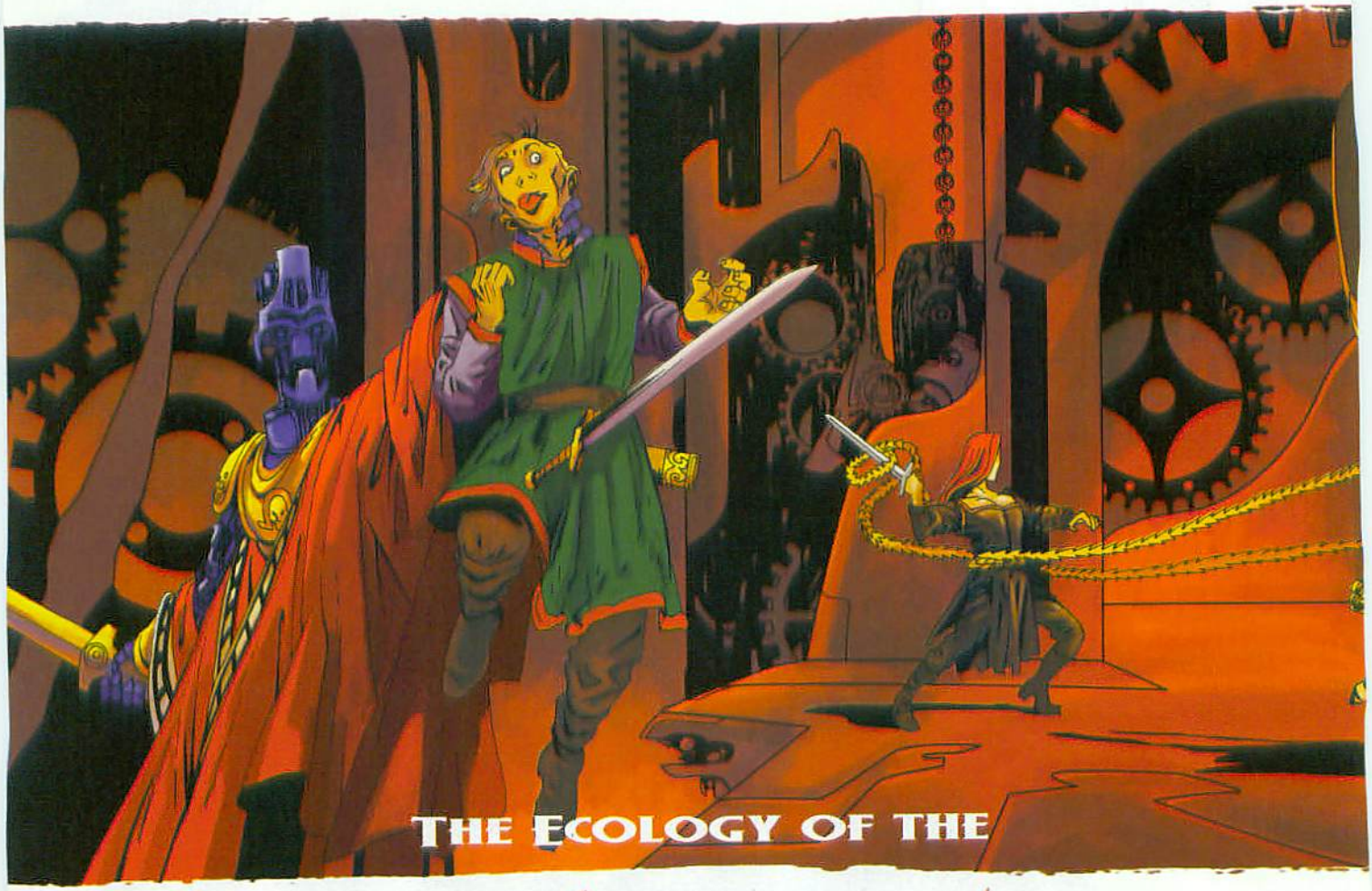
by David Noonan • illustrated by Peter Bergting



THE ECOLOGY OF THE INEVITABLE

Implacable agents of law, the inevitables dispense justice without regard to race, creed, or station. If you have broken one of the natural laws of the multiverse there might be an inevitable on your trail right now.

HISTORY OF THE INEVITABLES

By the standards of the eons-old multiverse, the rise of the inevitables is a relatively recent occurrence. Some historical texts (most notably Ganthros the Elder's *Accounting of the Realms Beyond* and Hannak Lathar's *Verses of the Blood War*) trace their emergence to 10,000 years ago. At that time, angelic creatures called aphanacts called the plane of Mechanus home. Ambitious and obsessed with justice, the aphanacts raised great armies that crusaded on other planes, bringing vast swaths of the multiverse under their rigid code of laws.

Ganthros's writing hints that the deities themselves ended the aphanact crusades, while Lathar posits an alliance of convenience among the fiends of the Lower Planes and the archons, angels, and eladrins of the Upper Planes. In any case, every last aphanact disappeared 10,000 years ago.

In their place rose the first inevitables. Massive, fortresslike crèche-forges appeared amid the spinning gears of Mechanus. For a decade they softly hummed, impervious to any effort to penetrate them or divine their purpose. Then maruts started to emerge from the crèche-forges, striding across the planes. Other sorts of inevitables followed in centuries to come.

Neither Ganthros the Elder nor Hannak Lathar can identify the creators of the crèche-forges (and consequently the inevitables) with any certainty. That doesn't stop them from speculating, of course. The inevitables have no larger society; their application of justice is absolutely an individual one. Each inevitable has a tightly defined purpose and no interest in matters beyond the next target brought to justice. Thus, planar historians speculate that whomever created the inevitables wanted to avoid a repeat of the aphanact crusades. Without broad ambition or the inclination to organize in groups, the inevitables remain individually powerful, but collectively dormant.

Whether one god, many deities, or other powerful denizens of the outer planes created the inevitables remains a mystery. Because inevitables periodically return to their crèche-forge to have their memories removed, even the first inevitables don't remember who created them.

LIFE CYCLE OF THE INEVITABLE

When an inevitable first emerges from a crèche-forge on Mechanus, it seems to possess very little knowledge beyond the identity of its first target and a sense of how its powers work. It speaks little and generally refuses to interact with bystanders unless they directly aid or hinder its current mission of justice. Maruts, quaruts, and varakhuts *plane shift* to the appropriate plane to begin their mission, while zelekhuts and kolyaruts start seeking a natural portal to the relevant plane.

Because *plane shift* is imprecise and portals rarely emerge at a convenient spot, the inevitable often has a long journey ahead of it—even if the first target isn't on the move. During this journey, the inevitable observes its surroundings, recording its observations and soaking up information like a sponge. It starts to interact more with passersby in simple ways, asking for directions and questioning witnesses. An inevitable's first interactions are often awkward, as the inevitable struggles to make itself understood and tries to deal with creatures that don't share its single-minded purpose. Inevitables are reasonably intelligent, so they develop rudimentary conversation skills within a few weeks of travel in populated areas.

When an inevitable's first mission is complete, it uses what it's learned about its surroundings to identify

KNOWLEDGE OF THE INEVITABLE

The following table shows the results of a bardic knowledge or Knowledge (arcana) check related to inevitables. Because there are many sorts of inevitables, the DCs are listed as formulas, not specific numbers. When the PCs are inquiring about a specific kind of inevitable, plug the relevant Hit Dice of a typical example of that type into the formula. For example, PCs researching kolyaruts, which usually have 13 HD, learn the first result on the table on a result of 23 or higher. Planar travelers, powerful lawful clerics, and servants of the forces of order typically possess this information.

Knowledge (arcana)

DC	Result
10 + HD	Each inevitable is obsessed with one particular aspect of justice and you know the purpose of this particular inevitable. All inevitables have the ability to repair themselves at an astonishing rate, but weapons infused with the power of chaos can bypass their self-repair functions.
15 + HD	Inevitables bring those they consider wrongdoers to justice, although this doesn't always mean a death sentence. They don't brook distraction or interference with their work and defend themselves with lethal force. The particular inevitable in question has a key attack power (a kolyarut has *enervation/vampiric touch*, a marut has fists of thunder and lightning, a quarut has *temporal stasis*, a varakhut has dispelling blast, and a zelekhut has an electric spiked chain).
20 + HD	Inevitables wander the planes in search of targets to bring to justice; if you can bring them evidence of wrongdoing, sometimes they'll start hunting down whomever you suggest. This particular inevitable has the following important spell-like abilities (list three or four the inevitable is likely to use in a battle).
25 + HD	In their travels, inevitables gradually develop distinctive, idiosyncratic personalities. Eventually, this develops into a drive to return to their "birthplaces," mysterious crèche-forges on Mechanus, and have their memories and personalities wiped away. This particular inevitable has the following spell-like abilities (tell the players about most or all of them).

a new target. Sometimes the identification is instantaneous. If a zelekhut tracks a fugitive to a hidden colony of exiles under the city, it might apprehend a second fugitive mere seconds after the first, because the exile colony is essentially an immense cluster of fugitives. Sometimes, catching another fugitive can take weeks, months, or years. In one notable example, the marut known as Gantrenacht waits outside the ruined walls of the Crucible of Fears because it knows the prophecy that every 500 years, a lich-lord emerges from the crucible.

Inevitables are capable of learning and remembering, so some of them recall transgressors they meet in the course of a mission and revisit the wrongdoers once the mission is complete. This is more common among inevitables that have been away from the crèche-forges of Mechanus for a long time. For example, shortly before its return to Mechanus, the kolyarut known as Janu-Harim told the viziers of Queen Marnau III that it had prioritized 242 contract-breakers on a mental list and was bringing each "back into compliance." Some inevitables, especially newer ones, ignore all other transgressions until their current missions are complete and then seize the next transgressors they come across.

Regardless of how they acquire new targets, inevitables ceaselessly seek out each wrongdoer in turn. As they grow more experienced, they grow more comfortable working with other creatures toward a common purpose—as long as the purpose puts the inevitable tangibly closer to its target. An inevitable starts to refer to itself by a name (one given by others or one it invents itself) at some point. It also develops the rudiments of a distinctive personality, shaped by interactions with other creatures. Inevitables remain totally singular of purpose and largely emotionless, but they can evince basic empathy or hostility toward allies or enemies.

An inevitable's personality develops only so far. With each successful mission, the drive to return to the crèche-forge grows slightly stronger. Eventually, an inevitable stops chasing transgressors and starts its journey back to Mechanus with the same single-minded purpose it displayed during its missions. When the inevitable gets back to the crèche-forge, it is swallowed up and emerges weeks later, remembering nothing of its previous existence. Whether the crèche-forge wipes away those memories, stores them, or transfers them to another entity is unknown.

PSYCHOLOGY AND SOCIETY OF THE INEVITABLE

Inevitables have no culture of their own, and they're too single-minded to fit well in the societies of other creatures. A typical inevitable leads a lonely existence, making friends only when convenient and having no enemies beyond the current target. It's a creature of such singular purpose that emotions and moods are irrelevant, although some inevitables feel a vague, brief sense of satisfaction when they bring someone to justice.

The mind of an inevitable is the mind of a hunter—an endlessly patient hunter willing to overcome any hardship or obstacle to reach its prey. Even inevitables that have developed a measure of self-awareness and personality put that personality to work in the service of the

single-minded pursuit of enforcing a natural law of the universe.

Kolyarut: Both written and oral contracts are the purview of the kolyarut, which regards itself as an impartial "enforcement clause" for that contract. A kolyarut undertakes a mission only when it has a complete understanding of the contract. Sometimes these inevitables study an actual copy of the contract or is present when the oral bargain is made, but more often it acquires a mystical understanding of the terms of the contract in a flash of inspiration. This instinctive understanding of the terms is beyond the control of the kolyarut, but it seems to require a degree of proximity to one of the parties to the contract, oath, or bargain. Thus, a kolyarut in search of its next mission tends to gravitate to royal courts, magistrates' benches, temples, and other places where oaths are frequently sworn and contracts made.

Because it regards itself as part of the contract, a kolyarut is simultaneously the easiest and most difficult kind of inevitable to negotiate with. A kolyarut won't be swayed by an oathbreaker's claim of "extenuating circumstances." The kolyarut, if given to conversation, would reply: "The circumstances are indeed extenuating, but they aren't part of the contract. You are thus in breach." Avoiding a confrontation with a kolyarut is as simple as returning to compliance, or (if it's a two-party contract) providing convincing evidence that the other party has also broken its part of the deal. Kolyaruts simply walk away from situations where both sides have broken a bargain.

Kolyaruts rarely kill except in self-defense; their concept of what constitutes appropriate justice is usually spelled out in the oath, bargain, or contract. They use *suggestion, mark of justice,* and *geas/quest* to compel compliance, resorting to violence only if such measures fail or lethal force is part of the bargain to begin with (like an oath on one's life that is subsequently broken).

Marut: Maruts, almost always enforce their natural laws by killing transgressors. They hunt down those who would cheat death by extending their lifespans unnaturally. Some maruts also bring justice to those who engage in large-scale necromancy (raising undead armies, for example), because doing so cheats the inevitability of death for others.

The quarry of a marut is, by definition, powerful enough to keep the grave at bay. The marut's foe is also either immortal or very long-lived. So a marut must be patient itself, spending years or decades on a single foe such as a necromancer, lich, or cult leader seeking immortality.

The target of a marut is often set apart from society by the nature of the transgression, so maruts get little practice interacting with other creatures. Thus, they develop distinctive personalities much more slowly than other inevitables.

Quarut: The target of a quarut is also a potent foe, capable of reordering time and space in dramatic, dangerous ways. A quarut's target list consists of creatures that can stop the flow of time itself or wish a new reality into existence, so it approaches its targets with patience and caution. A quarut is unlikely to stride into the archmage's floating tower, shackles in hand. Instead, the quarut interrogates former associates and minions, seeking out weaknesses. The quarut employs proxies to engage the archmage in battle, using the opportunity to assess the capabilities of its quarry.

While some transgressors are able to defeat the quarut in battle, others are able to reach accommodation with the inevitable by setting aright whatever dramatic change they made to space or time. Simply undoing the change in reality is rarely enough to satisfy a quarut, however. A transgressor eager to be free of a tenacious quarut must rework time itself so that the change in reality was never made in the first place.

Varakhut: Those who seek mere immortality are the province of the maruts, but those who seek godhood are considered transgressors to

ORIGIN OF THE INEVITABLE

"When Jeff Grubb, Bruce Cordell, and I split up the writing duties for the 2001 *Manual of the Planes* sourcebook, I was lucky enough to get the monsters chapter. At the time, the only monsters anyone had were the ones in the *Monster Manual*, because the third edition of the D&D game was less than a year old.

"First, I wanted to check for gaps in the existing supply of monsters to make sure we had at least a starting point for adventures on every plane. Second, I pored through first- and second-edition sources looking for planar monsters that I could "promote" into the new rules set.

"I saw a gap in the available denizens of Mechanus. At the time, the formians were the sole denizens of the plane. They're great monsters, but it strained the imagination to have formians enforcing laws, chasing down criminals, and meting out punishment from within their hives. The same held true with second edition's modrons.

"Eventually, as I was at my desk fliping through the *Planescape Monstrous Compendium Appendix*, looking for good monsters, I came across the marut.

"The marut entry included a bit of fiction that was a riff on Poe's "Masque of the Red Death," so it wasn't much of a stretch to imagine these guys as enforcers of a "don't try to cheat death" natural law. The marut thus became the first example of a class of creatures we eventually called the inevitables.

"The marut was on board, and his natural law was one that would make him a useful ally or a potential opponent. Because the inevitables are lawful neutral, I wanted them to function as enemies or allies. Thus their natural laws had to be laws that you could imagine PCs upholding or breaking, depending on the circumstance. Thus came the kolyarut (don't break a contract) and the zelekhut (don't escape justice), and with the *Fiend Folio* the quarut (don't mess with space and time) and the varakhut (don't mess with the gods)." –*David Noonan*

the varakhuts. A rare type of inevitable, varakhuts hunt down those who make a credible bid for godhood.

To attract the interest of a varakhut, the attempt at godhood must be legitimate. Not every two-bit cult leader and would-be demigod is subject to the justice of a varakhut, only those on the cusp of becoming true deities. In some cases, powerful outsiders or would-be godlings intentionally antagonize varakhuts in an attempt to legitimize their bids for godhood.

Once a varakhut identifies a credible attempt at godhood, it studies its enemies like a quarut does, learning as much as it can about its target before making a direct confrontation. The varakhut prefers to thwart would-be deities by eliminating them directly, but it isn't above destroying artifact-level power sources or wreaking havoc on minions and worshipers if doing so weakens the prospective godling.

Only two ways of forestalling a varakhut exist. The first is obvious: destroying it. The second way is to actually achieve deityhood. Once a creature becomes a demigod, varakhuts regard the new deity as part of the natural order they're charged with enforcing.

While most varakhuts search the cosmos for those trying to join the pantheon of deities, occasionally varakhuts target those attempting the reverse: deicide, the act of killing a deity.

Zelekhut: Because they're charged with hunting down fugitives, zelekhuts spend more time traveling and doing detective work. More so than the targets of other inevitables, the quarry of a zelekhut certainly doesn't want to be found. Zelekhuts thus interact with

ADVANCED INEVITABLE

Inevitables most often advance by Hit Dice, as they forget their classes upon returning to their crèche-forges. Occasionally, kolyaruts become fighters or clerics of deities of order, and zelekhuts sometimes take levels of ranger, choosing humanoid favored enemies. Maruts most rarely take levels in specific classes, their already massive bulks added to with each return to the forge, eventually growing to truely epic proportions.

GANTRENACHT **CR 22**

Advanced marut inevitable
LN Huge construct
Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +24, Spot +27

AC 37, touch 9, flat-footed 36
hp 276 (43HD); fast healing 10 **DR** 15/chaotic
Immune construct traits
SR 25
Fort +16, **Ref** +15, **Will** +19

Spd 30 ft. (6 squares)
Melee 2 slams +25 melee (3d6+43 plus 3d6 sonic or 3d6 electricity)
Space 15 ft.; **Reach** 15 ft.
Base Atk +32; **Grp** +60
Attack Options Awesome Blow, Cleave, fists of thunder and lightning Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack
Spell-like Abilities (CL 14):
At will—*air walk, dimension door, fear* (DC 19), *greater command* (DC 20), *greater dispel magic, mass inflict light wounds* (DC 20), *locate creature, true seeing*
1/day—*chain lightning* (DC 21), *circle of death* (DC 21), *mark of justice, wall of force*
1/week—*earthquake* (DC 23), *geas/quest, plane shift* (DC 22)

Abilities Str 46, Dex 12, Con –, Int 12, Wis 18, Cha 20
Feats Ability Focus (fists), Awesome Blow, Cleave, Combat Casting, Combat Reflexes, Great Cleave, Great Fortitude, Improved Natural Armor, Improved Natural Attack, Run
Skills Concentration +18, Diplomacy +16, Knowledge (religion) +21, Listen +24, Search +13, Sense Motive +12, Spot +27, Survival +16 (+18 following tracks)

Fists of Thunder and Lightning (Su): Gantrenacht's left fist deals 3d6 points of sonic damage and deafens the target for 2d6 rounds (Fortitude DC 51 negates the deafness). Its right fist deals 3d6 points of electricity damage and blinds the target for 2d6 rounds (Fortitude DC 51 negates the blindness).

* Includes adjustment for 25-point Power Attack.

passersby more than other inevitables and develop distinctive personalities faster. A zelekhut often brings a fugitive back to authorities alive, employing *mark of justice* and *lesser geas* to augment the mundane shackles and other restraints on the prisoner.

A zelekhut often has to interrogate witnesses who might know something about the whereabouts of its quarry. A zelekhut recently emerged from its crèche-forge asks direct questions and might resort to physical violence if it thinks it'll gain better information that way. A more experienced zelekhut is a subtler interrogator, using Sense Motive to ferret out witnesses who are withholding information important to the zelekhut's search.

ORDER OF INEVITABLE JUSTICE

"Some seek to uphold the law or enforce the law. We want to become the law."

—Andrinn d'Vascou, Lord Knight of Serenity Fortress

The knightly Order of Inevitable Justice are mortals who seek to emulate the single-minded tenacity of inevitables, undertaking the cause of enforcing the natural laws of the universe. Members of the order undertake quests to bring justice to places where neither spiritual nor temporal justice can reach.

The order has no ceremonial duties or leisure activities; such idleness has no place in a cosmos crying out for inevitable justice. The order is thus relatively free of internal politicking; even the hint of such things is unlike the constructs that members of the order emulate.

Fortresses: The Order of Inevitable Justice has one or more fortresses on each nonchaotic plane and two or three per continent on the Material Plane. Most are imposing structures, but a few are hidden in lands under the sway of rulers the order considers unjust.

Members of the order and those who can prove that they are devout servants of justice can find aid at any of the group's numerous fortresses. Each fortress is the functional equivalent of a small city for the purpose of buying and selling items, enlists a 13th-level cleric (of a god with the Law domain) who can perform needed spellcasting for 80% of the standard NPC price, and houses order sages and diviners who can provide members with information on known lawbreakers in the general area.

Missions: Each member of the order specializes in a type of justice that corresponds with a particular type of inevitable. Some members, for example, hunt undead as maruts do, while others seek out fugitives as zelekhuts. Just as inevitables undertake missions without regard for how long they'll take to complete, so too do members of the Order of Inevitable Justice leave the fortress for months or even years without consequence. As long as members don't engage in lawbreaking themselves and attempt to uphold the same ideals as the inevitables, they remain members in good standing of the order.

AGE OF WORMS

by Mike McArtor • illustrated by Chad DuLac and Jim Zubkavich of UDON

Wormfood

Surviving the Age of Worms Adventure Path

The Heart of Darkness

High-Level Wilderness Exploration

While the pages of *Dungeon* present everything a DM needs to run the Age of Worms Adventure Path, every month *Dragon* gives the players of that—or any other campaign—tools to enhance their gaming experience.

By the time characters reach high levels, they usually possess enough tricks (as class abilities and equipment) to make them effectively immune to the ravages of weather and the risks of mundane hazards. While weather and ground-based hazards no longer truly challenge a balanced party of well-prepared characters, even a high-level party must put forth more effort than simply casting a few spells and crafting a magic item or two. Even without an increase in the power of creatures threatening a party, exploring the unknown is a challenge at every level of play.

Many high-level characters who struggle in the wilderness do so because they assume they can simply fly or teleport to their destination, ignoring any threat along the way. They enter the wilds prepared for a weekend outing rather than for the strenuous task set before them. Thus, even those who should know better (like barbarians, druids, and rangers) enter the wild ill prepared to uncover its secrets.

Of course, exploration and discovery encompasses much more than mere survival. Whether hunting for the location of a lost artifact or hoping to discover the fate of a dead civilization, most characters enter the wilderness with a specific purpose in mind: few go off into uncharted lands for pleasure.

DIVINATION

At first, it might seem that divination magic (in combination with teleportation magic) should eliminate the need for high-level characters to explore uncharted lands. In actuality, while most divination spells can certainly show a group where to go or how to get there, they don't offer any aid in getting there.

Clairaudience/Clairvoyance: This spell does little to aid a group exploring the unknown. Its relatively short duration doesn't hurt it as badly as its relatively short range. In an area of dense underbrush *clairvoyance* can give the party a view of the forest up ahead. Of course, in the 10 minutes it takes to cast the spell the party's sneakiest members—or a *prying eyes* spell—could move up to the area, perform reconnaissance, and return with a detailed report.

Crystal Balls, Scrying,* and *Greater Scrying: These methods of long-distance viewing don't help with wilderness exploration unless the party is hunting down a particular known creature. For that use, *locate creature* (with its significantly shorter casting time and greater duration than *scrying*). A *crystal ball* comes in handy, though, if the party's stealthy members scout ahead. It allows the rest of the party to follow their movements, mapping where they go and noting hazards and barriers along the way.

Find the Path: While capable of eliminating the passive protection offered by a maze or labyrinthine cavern complex, *find the path* does little to help a party explore. Its greatest use in a wilderness setting comes in preventing a party from becoming lost. If a group establishes a base camp from which it explores, *find the path* can chart the way back.

Locate Creature* and *Locate Object: If the party enters the wilderness seeking a particular object or creature, these spells help direct it where to go. When combined with *find*

the path, these spells can lead characters right to their quarry.

EXPLORATION

While much slower and more perilous than divination, physical exploration can uncover treasure or ruins that divining parties miss.

BY AIR

Flight offers characters the most effective way of both discovering the lay of the land and of covering vast distances. By far the fastest and easiest mode of exploration, flight unfortunately is also the most difficult to obtain and expensive. Most methods of flight available to PCs can only take a few characters (or just one) at a time, meaning that most parties must take to the air in a variety of different ways.

While flying above obstacles can greatly reduce travel time and increase safety, it is not without its risks. Parties in need of stealth cannot rely on flight for long periods of time, as a flying creature has no natural, nonmagical way of hiding from spying eyes. Other flying creatures might attack for all the same reasons as ground-borne attackers: greed, hunger, or protection of territory. Depending on the mode of flight, a character knocked unconscious while in the air might also face the very real possibility of falling to his death.

***Air Walk* and *Overland Flight*:** These spells work well for a small number of targets, but for the rest of the party they provide no benefit. *Air walk*, with a duration of only 10 minutes per level, doesn't last long enough for extensive exploration (a 12th-level caster can only keep himself or an ally aloft for 2 hours), nor does it provide any increase in the spell recipient's speed (meaning the character can only cover a few miles per casting).

***Carpets of Flying*:** The most cost-effective permanent way of transporting multiple characters at a time, the largest *carpet of flying* can carry four Medium or Small characters easily and a few more if they squeeze (although taking even four Medium characters increases the chance of slowing the carpet). In order to maximize the usefulness of the carpet in a party that mixes its flight options, only smaller characters with light or no armor and gear should ride a carpet. Heavier characters should rely on spells, mounts, or *wing of flying*.

***Fly* and *Winged Boots*:** While an excellent tactical spell, *fly*'s short duration makes it impractical as anything more than a way of overcoming an immediate ground-based obstacle or for scouting out the nearby lay of the land. *Winged boots* only allow their wearer to *fly*, as the spell, putting them in the same category of usefulness.

Mounted: While a flying mount might seem like an extravagance to a low-level or mid-level character, once characters reach high levels they should have less of an obstacle in securing a mount that can take to the air. While a character can always purchase a creature trained to serve as a mount (or procure a young flying creature and raise it to act as the character's steed), the Leadership feat actually works best as a means of acquiring a loyal flying mount. As explained on page 200 of the *Dungeon Master's Guide*, with the DM's permission a leader can acquire a special cohort. Of the creatures listed on the special cohorts table on

page 199, the dragonne, griffon, pegasus, and young green dragon can all serve as flying mounts. Other dragons can also serve as special cohort mounts as well, as explained on page 136 of the *Draconomicon*.

Airships present a more fanciful and rare method of mounted flight. Campaigns set in EBERRON might include the use of an elementally bound airship. Other settings, such as the FORGOTTEN REALMS, also have airships (but they appear more rarely). Airships combine all the best aspects of ships (large carrying capacity and protection from the elements) with the best aspects of flight, but at a significant cost.

Transmutation: A druid can wild shape into a bird or other flying animal, while a sorcerer can *polymorph* the rest of the party into similar flying creatures. *Polymorph* has a very limited duration, though, making it (like the *fly* spell) useful only for overcoming immediate obstacles. A party capable of casting *polymorph any object*, however, need not worry about duration.

Wind Walk: Easily the most effective way to move a group over large unexplored distances, *wind walk* has no real drawback. Any cleric or druid capable of casting the spell can take herself and at least three of her friends into the air. In a large party, a second high-level divine spellcaster can help ensure that the entire group can take *fly*. At 1 hour per level, and with the option of increasing flight speed to 60 miles per hour, a party can cover at least 720 miles in a long day with a single casting. *Wind walk* changes its recipients into a cloud-like vapor, as the *gaseous form* spell, making them somewhat invulnerable to attacks but generally unable to defend themselves. A party that plans ahead, however, can minimize this drawback by ensuring that everyone under the effect of the spell has numerous protections in place.

Wings of Flying: Despite their great cost, *wings of flying* are the most effective way of granting flight to a single character. They have no limitation of use and provide a 60-foot fly speed (roughly 6 miles per hour). As long as the character wearing them can carry his load, he can haul himself and a great deal of equipment a long way.

BY LAND

The traditional way of exploring, tromping across the land brings with it the greatest risks, but also the greatest possibilities of reward. While a flying party might not see a cave or tree-filled ruin, a group on the ground might stumble into adventure (and wealth) by accident.

On Foot: Slow. Monotonous. Dangerous. Trudging across wilderness on foot is no fun. It's the easiest way to go, however, and offers the most flexibility. With the proper application of magic (such as *expeditious retreat* or *boots of striding and springing*) even the most heavily laden or shortest-legged character can walk at a respectable pace, and might even keep up with barbarians, monks, and scouts.

Mounted: Even a low-level party can afford or acquire mounts. While not significantly faster than foot travel in the wilderness, mounts at least can protect their riders from some of the more annoying aspects of ground travel: burrs, rocks in boots, wet feet, and boot-grabbing mud. Quality alone separates a low-level mounted party from its high-level mounted superiors. While a 2nd-level party might ride a variety of horses and ponies, a 15th-level party might take to the wilderness on the backs of unicorns, dire bears, or even more unusual creatures. Mounts are not a perfect solution, though: a party with mounts simply cannot go everywhere a walking party can. Most mounts cannot climb cliffs, squeeze into caves, or slip through thick underbrush.

BY SEA

The sea often acts as the last great wild area to explore, but few campaigns focus on underwater (or even above water) exploration. Travel by sea can still represent a significant portion of a party's time exploring, even if the DM merely glosses over it with a declaration that time has passed. Long sea voyages put crews at risk of scurvy and other hazards, but a few magic-wielding PCs can alleviate most of those concerns.

Ship: A ship can carry the entire party, its mounts, and its gear. Of course, a ship is limited in where it can go, and even one near land must find a safe harbor or risk grounding (or worse). Going by ship, however, remains both a reliable and relatively cheap way of getting from one place to another.

Water Walk: In some ways *water walk* seems like the watery equivalent to *air walk:* they have the same duration and do nothing to increase their targets' rate of movement. *Water walk* has two significant advantages, though: it can affect more than one creature (one per caster level, in fact) and it allows for easy movement over such varied and slowing obstacles as mud, ice, and snow. One high-level cleric can place this spell on an entire party (even a large one) with one casting, while even a high-level ranger can affect a party with one or two castings. Once under the effect of *water walk*, a party can disembark from its ship and cross to the beach without need of a landing craft. *Water walk* even works well for landlocked parties crossing ice fields, swamps, rivers, or other watery obstacles.

TELEPORTATION

By far the quickest way of moving from point to point, teleportation carries with it several drawbacks when used for exploration. *Greater teleport* removes the range limit and danger of arriving off target inherent in *teleport*, but it still requires at least a divination spell to use effectively. Teleportation magic helps to cut down on travel time by moving the party to a visible but distant area, such as the bottom of a cliff, the far side of a valley, or the top of a plateau or mountain. The use of *teleport* (or *greater teleport*) in this instance can save as much as a day's worth of travel for the party.

SPEEDS AND CARRYING CAPACITIES OF MOUNTS

Not every creature that can act as a mount wants to serve as a mount. Depending on its disposition, you might be able to train it, bribe it, or magically dominate it to carry you. Some creatures listed here might also require special saddles, riding platforms, or other means of keeping riders comfortably (and safely) on their backs.

Mount	Speed (Fly)	Carry Capacity Light	Medium	Heavy
Animal				
Bear, Black[1]	40 ft.	174 lb.	349 lb.	525 lb.
Bear, Brown	40 ft.	1,038 lb.	2,079 lb.	3,120 lb.
Bear, Polar	40 ft.	1,038 lb.	2,079 lb.	3,120 lb.
Bison	40 ft.	519 lb.	1,038 lb.	1,560 lb.
Camel	50 ft.	300 lb.	600 lb.	900 lb.
Donkey[1]	30 ft.	50 lb.	100 lb.	150 lb.
Elephant	40 ft.	3,192 lb.	6,384 lb.	9,600 lb.
Lion	40 ft.	459 lb.	918 lb.	1,380 lb.
Tiger	40 ft.	600 lb.	1,200 lb.	1,800 lb.
Wolf[1]	50 ft.	75 lb.	150 lb.	225 lb.
Wolverine[1]	30 ft.	87 lb.	174 lb.	262 lb.
Ant, Giant (Soldier)[1]	50 ft.	87 lb.	174 lb.	262 lb.
Chimera	30 ft. (50 ft.)	348 lb.	699 lb.	1,050 lb.
Dinosaurs				
Deinonychus	60 ft.	232 lb.	466 lb.	700 lb.
Megaraptor	60 ft.	306 lb.	612 lb.	920 lb.
Triceratops	30 ft.	3,192 lb.	6,384 lb.	9,600 lb.
Tyrannosaurus	40 ft.	1,600 lb.	3,200 lb.	4,800 lb.
Dire Animals				
Dire Badger[1]	30 ft.	87 lb.	174 lb.	262 lb.
Dire Bat	20 ft. (40 ft.)	172 lb.	346 lb.	520 lb.
Dire Bear	40 ft.	1,836 lb.	3,672 lb.	5,520 lb.
Dire Boar	40 ft.	1,038 lb.	2,079 lb.	3,120 lb.
Dire Lion	40 ft.	798 lb.	1,599 lb.	2,400 lb.
Dire Tiger	40 ft.	1,038 lb.	2,079 lb.	3,120 lb.
Dire Weasel[1]	40 ft.	87 lb.	174 lb.	262 lb.
Dire Wolf	50 ft.	798 lb.	1,599 lb.	2,400 lb.
Dire Wolverine	30 ft.	519 lb.	1,038 lb.	1,560 lb.
Dragonne	40 ft. (30 ft.)	348 lb.	699 lb.	1,050 lb.
Eagle, Giant	10 ft. (80 ft.)	300 lb.	600 lb.	900 lb.
Gorgon	30 ft.	459 lb.	918 lb.	1,380 lb.
Griffon	30 ft. (80 ft.)	300 lb.	600 lb.	900 lb.
Hippogriff	50 ft. (100 ft.)	300 lb.	600 lb.	900 lb.
Krenshar[1]	40 ft.	57 lb.	114 lb.	172 lb.
Nightmare	40 ft. (90 ft.)	300 lb.	600 lb.	900 lb.
Nightmare, Cauchemar	40 ft. (90 ft.)	612 lb.	1,224 lb.	1,840 lb.
Owl, Giant	10 ft. (70 ft.)	300 lb.	600 lb.	900 lb.
Pegasus	60 ft. (120 ft.)	300 lb.	600 lb.	900 lb.
Roc	20 ft. (80 ft.)	11,184 lb.	22,368 lb.	33,600 lb.
Shadow Mastiff[1]	50 ft.	129 lb.	259 lb.	390 lb.
Spider Eater	30 ft. (60 ft.)	306 lb.	612 lb.	920 lb.
Unicorn	60 ft.	399 lb.	798 lb.	1,200 lb.
Unicorn, Celestial Charger	60 ft.	699 lb.	1,398 lb.	2,100 lb.
Worg[1]	50 ft.	129 lb.	259 lb.	390 lb.
Wyvern	20 ft. (60 ft.)	332 lb.	466 lb.	700 lb.
Yrthak	20 ft. (60 ft.)	532 lb.	1,064 lb.	1,600 lb.

[1] As a Medium creature, a mount of this kind can only carry a Small or smaller rider.

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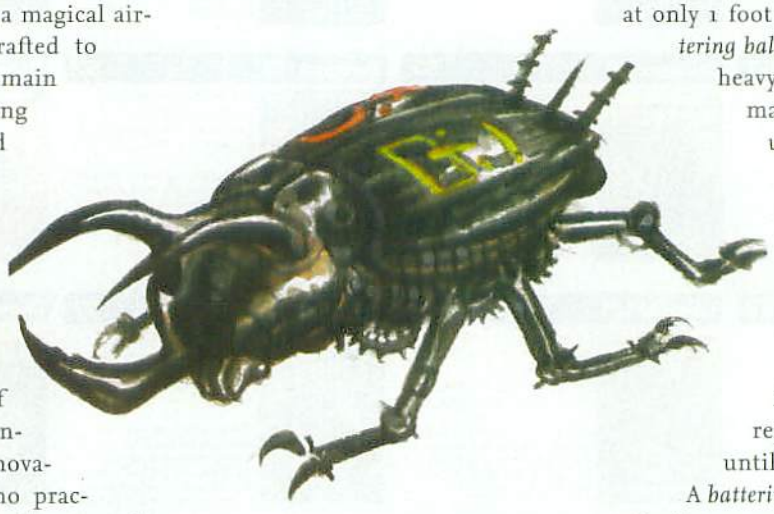
 by Jeremy Hogg • illustrated by Tom Fowler

ANIMATED ANTIQUITIES

Just as the Industrial Revolution changed the primary sources of power and mobility from living creatures—such as horses and oxen—so too does magic allow characters to work, move about, and prosper. From an item as simple as an everburning torch to one as complex as a magical airship, magic items crafted to assist their users remain ever popular among both spellcasters and lay people.



The infinite imaginations of dwarves, gnomes, and humans have created a vast assortment of magic items to make the lives of kings and commoners easier. Some innovations have little or no practical application for the rugged and demanding lives of adventurers, but as adventurers tend to drive economies and invention, many items built to aid workers, sages, and experts also find use in the dankest dungeons.

A short catalog of such useful items follows.

BATTERING BALL

Adventurers invariably encounter obstacles such as blocked entrances and locked doors. In such cases, the only thing better than a battering ram is a *battering ball*.

Originally used by dwarven miners, *battering balls* broke into the open market when gnome engineers began using them for demolition tasks. Gnome engineers who completed an architectural project sometimes sold *battering balls* to city merchants or adventurers with the appropriate contacts.

Weighing less than a portable ram and at only 1 foot in diameter, the *battering ball* nevertheless packs a heavy punch. Upon command, a *battering ball* flies up to 10 feet until it strikes a solid object. It then quickly returns to its original position, flying back using the most direct route. Once per round it flies forward again, repeating this action until commanded to stop. A *battering ball* has a +12 bonus for the purpose of overcoming the break DC of an object. A *battering ball* cannot attack attended objects. If a *battering ball* enters a square occupied by a creature it stops short of striking the creature and returns to its starting square, where it does not move again until commanded.

Moderate transmutation; CL 9th; Craft Wondrous Item, *telekinesis;* Price 2,000 gp; Weight 15 lb.

CLAIRAUDIENCE BEETLE

Originally created by a treacherous elf sorcerer to spy on a group of nearby druids, *clairaudience beetles* have only recently become common among spies, rogues,

and other underworld types. Useful in almost all environments, these innocuous items owe some of their popularity to their ability to blend in and be ignored.

A *clairaudience beetle* has a size similar to many natural beetles. Its carapace is mottled, except that on close inspection the patterns reveal themselves as runic markings. If turned upside down, small clockwork legs stick out, providing locomotion.

Shy of any moving thing larger than itself, a *clairaudience beetle* behaves like a skittish beetle. When discovered, it attempts to hide and retreats into especially small places just large enough for itself. The owner of a *clairaudience beetle* has limited control over its actions: the beetle comes when called, follows a designated target, and halts on command. With a command word the beetle records sound for 1 hour, beginning when the command to record is given. At any time after its owner gives the command to record he can call the beetle to himself (which ends the recording process). By speaking another command word and holding the back of the beetle to his ear, the owner can listen to everything the beetle recorded. A third command word erases the beetle's memory and allows it to record new sounds. The beetle must be able to hear its owner to obey his commands.

The *clairaudience beetle* uses the stats for a Fine animated object (see sidebar), except that it also has a fly speed of 10 feet with average maneuverability.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate object;* Price; 7,500 gp; Weight —.

FLOATING BOOK

A librarian's dream, a *floating book* knows its name and comes when called. Designed by academic magic users, *floating books* are difficult to lose and rarely out of reach.

Much like an armor or weapon special ability, the floating quality can be added to any masterwork book or spellbook.

A *floating book* hovers approximately 3 feet above the ground at all times and remains in the orientation its owner sets it (laid flat, up at an angle, face down, and so on). The book floats horizontally and unless commanded otherwise accompanies its owner. Placing any weight on the book causes it to fall.

Faint evocation; CL 3rd; Craft Wondrous Item, *Tenser's floating disk;* Price +500; Weight per book.

Animated Object, Fine
Fine Construct
Hit Dice: 1/4 d10 (1 hp)
Initiative: +4
Speed: 10 feet (2 squares)
Armor Class: 23 (+8 size, +4 Dex, +1 natural), Touch 22, flat-footed 19
Base Attack/Grapple: +0/–21
Attack: Slam +3 melee (1d2–5)
Full Attack: Slam +3 melee (1d2–5)
Space/Reach: 1/2 ft./0 ft.
Special Attacks: —
Special Qualities: Construct traits, darkvision 60 ft.
Saves: Fort +0, Ref +4, Will +1
Abilities: Str 1, Dex 18, Con —, Int —, Wis 12, Cha 1
Skills: —
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 1/10
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

See page 13 of the *Monster Manual* for more information on animated objects. Fine animated objects are too small to have any of the special attacks of larger animated objects. A Fine animated object might be an ink pen, vial, coin, key, or similar item.

FLYING LANTERN

Created by a veteran of many underground adventures and devised to prevent disagreements over who has to hold the torch, the *flying lantern* has begun to compete with the popular everburning torch in some locales.

Red and yellow stained glass combine to create magical runes on the windows and the lantern's cap is engraved with depictions of gliding bats. Runes and other softly glowing arcane marks typically cover the long tapered bottom.

When commanded, this beautifully wrought lantern hangs in the air at the elevation its owner releases it and maintains a constant interval of 5 feet between itself and its owner. It navigates around obvious obstacles such as stalagmites. It has a speed of 30 feet, uses oil as a regular lantern and requires refueling in the same way.

Moderate transmutation; CL 5th; Craft Wondrous Item, *fly;* Price 1,600; Weight 3 lb.

POISON-DART WASP

More reliable than a poison-tipped dart, the wasp's design came from a wizard and retired spy. Because of its animation, even if the *poison-dart wasp* misses with its attacks it may continue to create a distraction.

Shaped and painted like a wasp, it is stylized to appear like a toy at first glance, and from barb to head it measures 9 inches long. Its owner may comfortably grasp it in one hand. It bends at the waist, allowing it to collapse for safe and easy storage.

Poison must be applied to the *poison-dart wasp* as normal, but unlike a normal dart, when the wasp misses its designated target it continues to attack until it hits, is knocked from the air, or is recalled by its owner. When the wasp strikes its target it deals 1 point of damage and delivers whatever contact or injury poison its owner applied to its barbed stinger. The barbed stinger snaps off on a successful attack and the wasp falls inertly to the ground. It may be refitted with a new barbed stinger (and thus reactivated). A replacement barbed stinger costs 100 gp and reactivates the *poison-dart wasp.*

The *poison-dart wasp* uses the stats for the Fine animated object (see sidebar), except that it has a fly speed of 30 feet (with good maneuverability) and stings instead of slams.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects;* Price 3,300 gp; Weight, 1 lb.

TRICK COIN

This normal-looking silver coin responds positively to a call of its owner of "heads" or "tails." The coin lands to show whichever side would let its owner win the toss. Conversely, it responds negatively to calls made by voices other than the owner, showing whichever side that would cause a call from someone besides its owner to lose. These specifications remain regardless of the holder of the coin and how it is flipped.

A creature must keep a *trick coin* on his person for 24 hours in order to attune the coin and establish himself as its owner.

Faint transmutation; CL 3rd; Craft Wondrous Item, *mage hand;* Price 350 gp.

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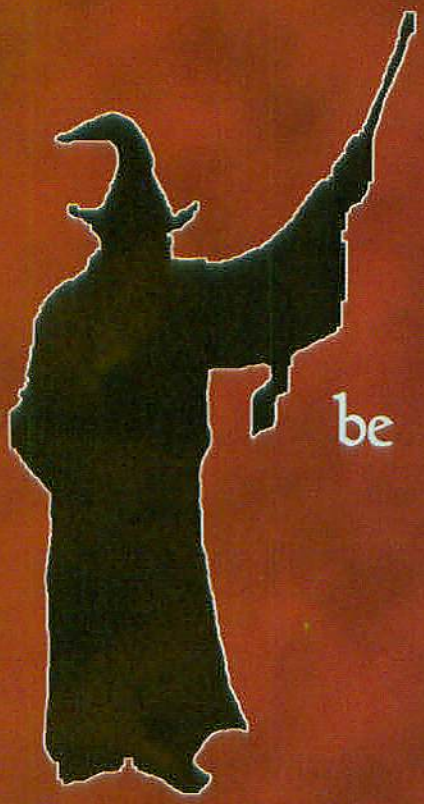

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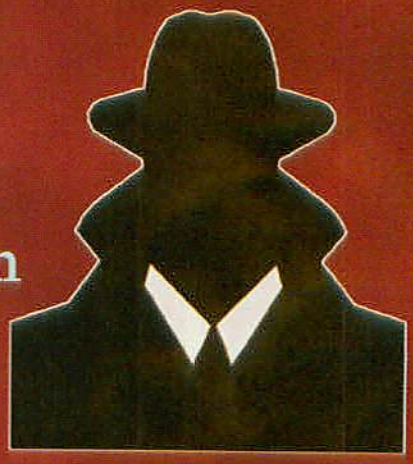

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The Ties that Bind

A Primer on Pact Magic

BY MATTHEW SERNETT
illustrated by Attila Adorjany

There dwell beings that cannot exist in a place that cannot be. They linger beyond the confines of reality, nevertheless extant—nevertheless *aware*. The last thoughts of deities slain eons ago, spirits with emotions too strong to be contained by souls, secrets the gods desire hidden, even from themselves—these become vestiges, the beings contacted and bargained with through pact magic.

The *Tome of Magic* sourcebook presents three new forms of magic: pact magic, shadow magic, and truename magic. More than new spells or spellcasting systems, *Tome of Magic* offers wholly new ways of using magic in DUNGEONS & DRAGONS. This article acts as a primer for pact magic, presenting some basic information and revealing two new vestiges not included in *Tome of Magic*.

USING PACT MAGIC

In order to use pact magic, your character must be a member of the binder class or a prestige class that grants binder abilities—just as you must be a member of an arcane spellcasting class to cast arcane spells. Binders borrow the might of vestiges, souls that have fallen outside the purview of deities and the planes, to accomplish great deeds. Through a ritual involving its seal, a binder contacts a specific vestige and enters into a pact of service with it. By doing so, the binder gains special supernatural abilities the spirit has influence over in exchange

for allowing the vestige to bind to his soul and experience the world through his body. The supernatural abilities the spirit imparts might give a binder amazing strength, win the hearts of others, show the way to great wealth, or grant any number of other powers related to the vestige.

To summon a vestige, a binder must first be of the appropriate level to call it. Some vestiges are unwilling to bind to weak vessels, while others lie so far beyond reality that only binders of great power can reach them. If the vestige is one the binder can summon, the binder first draws its seal upon a surface, performing any special requirements the vestige might have while doing so. The vestige then makes an appearance above the seal when the binder calls out to it. At this point, the binder must bargain with the vestige, a process represented by a binding check (1d20 + binder level + Charisma modifier). Each vestige has its own binding DC. The vestige's binding DC indicates the strength of its desire to have some control over the binder's actions. While bound to a vestige, a binder acts as a window through which the vestige can view the reality it is normally unable to reach. A binder who makes a poor pact with a vestige falls prey to its influence and becomes more than a viewing port for his guest, taking on some of the vestige's personality and sometimes being prevented or compelled to perform certain actions on the vestige's behalf. Regardless of whether or not the pact worked in the binder's favor, the binder also shows a sign—a physical manifestation of the vestige's presence. This sign can be suppressed by binders of 2nd level or higher who make a good pact, but a poor pact always results in a telling sign. As they gain power, binders can summon and bind with more vestiges at a time, possibly resulting in a binder beholden to the influences of several vestiges and showing many physical signs.

Vestiges grant supernatural abilities—indeed, even their presence is a supernatural effect. This means that the abilities a binder uses are not subject to spell resistance, cannot be dispelled, and affect incorporeal creatures unless they deal damage (in which case there is the usual 50% chance they do not affect incorporeal targets). It also means that a binder's abilities are suppressed in an *antimagic field*. For more information about how the abilities granted by a binder work, pick up a copy of *Tome of Magic*.

KAS THE BLOODY HANDED

Once the lieutenant of the lich—now god—Vecna, Kas betrayed his master, instigating a battle that was thought to have resulted in both of their destructions. Somehow, even after this legendary conflict, Kas and Vecna continued their battle, but only Vecna emerged into being once again. As a vestige, Kas continues to despise Vecna and all other undead.

Legend: That Vecna, Master of All that is Secret and Hidden, once existed as a cruel-minded lich is no mystery. Yet, few know of the figure lurking in the god's past, the betrayer who crippled the Maimed Lord and bears responsibility for some of the most infamous artifacts known to the multiverse: Kas the Bloody Handed.

As Vecna ascended to power on the world of Oerth, armies of the dead rose under his black banner. Among these undead legions emerged the vampire Kas, a shadow of death clad in iron. A master of countless darkened battlefields, where Kas drew his blade victory for his lich liege followed. Although not the greatest of Vecna's warriors, Kas proved to be cunning and ruthless, and showed no fear of his lord, a quality Venca respected. As Kas's successes in campaign after campaign mounted, Vecna rewarded his champion with ever greater rank and profane treasures. At last, Vecna made Kas his second in command, gifting the vampire

THE PACT MAGIC TABOO

Due in large part to the insistence of binders that they contact spirits beyond deities' reaches, most churches denounce the practice of pact magic and consider its practitioners heretics, often decrying them as diabolists, demon-worshipers, or worse. Even good-aligned clergy partake in efforts to destroy binder lore and root out binders from communities. Such purges can become public "witch-hunts" that sweep up other enemies of the church in their nets, but more often, the clergy have a secret wing of enforcers and inquisitors that more quietly deals with pact magic's threat to religious doctrine. After all, alerting others to the danger pact magic represents puts them at greater risk of entertaining heretical thoughts. Members of some races also hold deeply rooted prejudices against binders. Many dwarves are disgusted by the warping effects of binding magic, while the eldest elves warn against the art, hinting in deathly serious whispers at some unspeakable ancient calamity. Fortunately for binders, it's possible to hide the signs of a vestige's presence and control its influence, making it possible to masquerade as a spellcaster or a warrior of some kind.

When you use pact magic in your game, you can capitalize on the taboo nature of pact magic as much or as little as you want. Perhaps a binder PC has to hide the source of his abilities from members of his own party—that is, at least until he knows he can trust them. Alternatively, maybe only a few deities' followers take much umbrage at binders, and the true heretics are the fanatics among them that hunt and kill binders. However you decide to play the taboo aspect of pact magic, *Tome of Magic* provides plenty of tools and inspiration to make it more fun.

with a sword he had personally forged from black metal fallen from the stars.

Kas and his infamous blade led Vecna's armies for years, claiming innumerable souls in the lich's name, forging a legend as bloody as his lord's was cruel. As he waged war, Kas increased in power, and grew in ambition. Finally came the day that Vecna's armies faltered. After a significant loss on the field of battle, a weakened Vecna returned to his throne to find Kas waiting. Armed with his black blade, the betrayer Kas struck and a titanic battle ensued. None know how long the tireless, undying fiends clashed—some claiming months, even years. During the fray, despite Vecna's dark powers, Kas sliced the lich's left hand from his body and cut an eye from his face. Fearing his destruction, Vecna employed frantic, dangerous magic that annihilated both himself and Kas—or so it seemed.

Centuries passed. A cult of Vecna arose and the lich's severed hand and eye became legends, while Kas's name passed from memory except in relation to his black sword. What few knew, however, was that in some misty realm that even the deities avoid Vecna and Kas somehow continued to exist, locked in an otherworldly battle. For unknown years the archrivals impotently raged. Eventually, through patient plotting, near-immortal genius, and primordial magic, Vecna shattered his prison and escaped, ascending to godhood and leaving his rival lost in the ether.

What became of Kas none—not even the binders who deal with him now—truly know. Trapped within a maelstrom of shattered planes and godly magics, Kas was shunted into some new existence, an eternal oubliette he blames Vecna for imprisoning him in. Yet, as a vestige—or a being very much like one—his reach again stretches into the mortal world, sowing destruction and working against his rival-turned-god's immortal aspirations.

Manifestation: Kas manifests as a sword being drawn from his sign. The hilt appears first, wrapped in red leather with flecks of gold and with unicorn horn forming its quillons. A knuckleguard basket made of gold and shaped like a leering bearded face stretches from the quillons to the pommel, grimacing and groaning as if in pain as the blade arises from the ground. Casting sparks as it screeches up from the sign, a wavy blade as black as night with opalescent edges appears. With a jerk the whole of the sword suddenly comes free, revealing not a point but the back of a blackened and desiccated hand attached to the end of the blade. The sword then flips upright and turns around, showing a moist, catlike eye glaring from the palm of the bony hand. When Kas speaks, his deep and angry voice comes from the basket guard, but it is the eye in the palm that regards his summoner.

Sign: When a binder makes a pact with Kas, an angry catlike eye opens in the palm of each of his hands. These eyes don't provide the binder with any extraordinary sight, nor do they inhibit the use of the binder's hands. When the binder uses any power granted by Kas, the eyes weep small amounts of blood for 10 rounds.

Influence: Kas's influence makes a binder act warm and affectionate toward those with whom she speaks. Kas further requires his host to kill any follower of Venca or undead creature encountered. In addition, Kas requires that the binder betray some friend or ally in some manner during the first hour after being summoned and bound. This betrayal might be as small as breaking a promise to meet at a specific time or as great as murder, but it must be unexpected, and the ally or friend must realize that a deliberate betrayal occurred.

Granted Abilities: Kas grants binders the ability to deceive friends and blind enemies. In addition, Kas protects binders from their enemies' worst blows.

Blinding Strike: When you score a critical hit, the creature struck must make a Will save (DC 10 + half your binder level + Charisma bonus) or be permanently blinded. In addition, when you attack undead creatures, you can affect them with critical hits and the blinding effect of this ability.

Bluff Bonus: You gain a +4 competence bonus on Bluff checks.

Kas's Protection: While bound to Kas, there is a 25% chance that any critical hit or sneak attack scored against you is negated and damage is rolled normally. Sneak attacks and critical hits scored on you by undead are always negated.

Undead Reaper: When you hit an undead creature with a melee or ranged attack, you ignore any damage reduction it might have.

Weapon Proficiency: You are proficient with the bastard sword, longsword, and short sword.

PRIMUS, THE ONE AND THE PRIME

Formerly a being of godlike power, Primus sought to make logic and law rule over all the multiverse and in doing so made its own existence illogical. Primus aids binders in battling chaos and gives them the power to enforce orders they give to others.

Legend: According to obscure planar lore, Primus was a being of law so ordered that none but its race of servants—strange creatures know as modrons—could bear to worship it. Beings of pure order, dedicated to advancing precision and structure throughout the multiverse, the modrons obeyed Primus as their god and master. The One and the Prime represented the race's most absolute ideal of perfect logic, its every command trickling down through an impossibly complex chain of lieutenants, sub-chiefs, executors, and managers to reach the ears of every being in its service. Thus, the modrons worked order upon the multiverse, and the word of Primus was that order.

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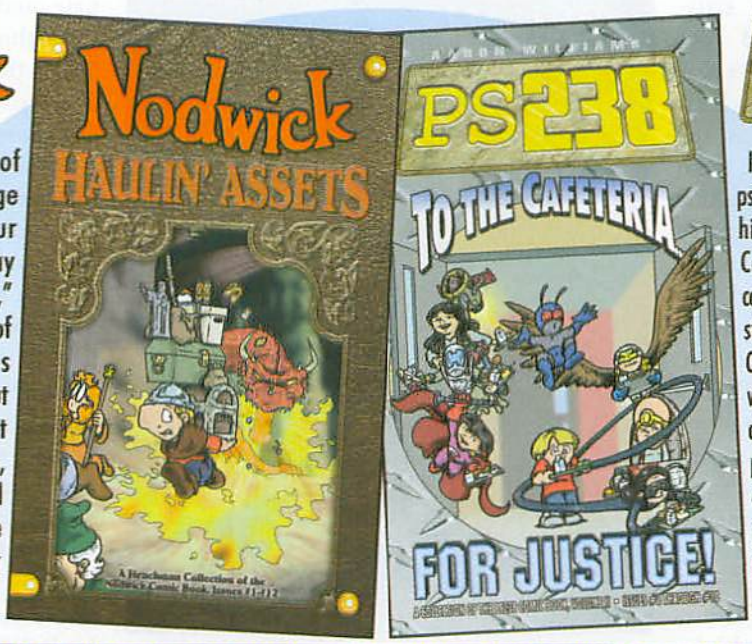

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VESTIGE DESCRIPTION PRIMER

Each vestige in *Tome of Magic* has a description with elements like you see in this article.

Name: The vestige's name is given first in the summary sidebar and again in its full description.

The Seal: This is the seal the binder must draw.

Vestige Level: A creature wishing to summon a vestige must meet or exceed the effective binder level listed.

Binding DC: This part of the description shows the DC of the binding check made to secure a good pact.

Special Requirement: The summary sidebar denotes if a vestige has a special requirement for summoning it, and if so, the vestige's description includes it.

Summary: Each vestige entry includes a brief description of its essential characteristics.

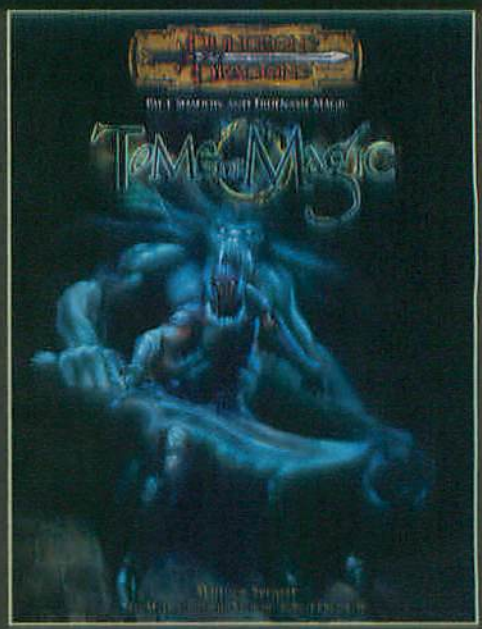
Legend: This section relates the origin legend associated with each vestige. Although binder scholars point to similar legends among the general populace (and sometimes even to historical figures) to back up their claims, these backgrounds are in large part apocryphal and known only to binders.

Manifestation: Vestiges manifest over their seals. The image that appears there is a supernatural figment—an illusion that cannot be dispelled.

Sign: The sign described appears on the binder's person. This is a real change rather than an illusory or shapechanging effect, so anyone viewing the binder with *true seeing* sees it just as it is. However, the sign is a supernatural effect and therefore is suppressed when the binding is suppressed.

Influence: This section details the influence that the vestige imposes on a binder who makes a poor pact.

Granted Abilities: This lists the supernatural abilities that the vestige grants to anyone who binds to it.



In the far-flung reaches of Mechanus, on the sixty-four modron-controlled cogs known as Regulus, there exists a fantastically complex clockwork fortress known as the Great Modron Cathedral. From this throne Primus dictated the paths of each of its followers. To aid its reasoning, great knowledge constantly streamed into Primus's cathedral and powerful magical creations, forged from the perfectly attuned gears of the plane, offered windows onto the whole of the multiverse. One of these magics was the Grand Orrery, an unfathomably intricate device that measured the shiftings of powers, planes, and planets, deducing their cosmic and multiplanar meanings. A cadre of majordomos reported the Grand Orrery's tellings directly to Primus, as well as happenings relayed to them in turn from networks of agents stretched across the multiverse. At the same time, Primus personally monitored its minions employing another powerful device known as the Infinity Web. Through this waxy confluence of cords and strands, Primus's consciousness stretched through its subordinate modrons, witnessing events throughout infinite realities. Thus, the One and the Prime observed as much as any deity and more.

It was the information that spiraled around the modron throne, the prophecies and reports of the Grand Orrery and the Infinity Web, that led to Primus's end. Seated as he was at the hub of the largest network of information in the multiverse there were those who envied Primus's knowledge.

Thus, when the demon prince Orcus, as his shadow-self Tenebrous, carved his bloody path through the planes on his unholy quest for divinity, Primus became one of the first casualties. Seeking his lost rod, Tenebrous infiltrated the One and the Prime's sanctuary and ended the incredulous being with a killing word, adopting its form to bend its intelligence network and legions of servants to his foul purposes. Countless modrons were lost obeying Tenebrous's cruel whims and when the would-be god gleaned all he desired, he cast off his façade and left the modron hierarchy in shambles.

With the loss of their god and leader, a member of Primus's most immediate lieutenants—the secundus—took up the mantle of the Supreme Modron. This new Primus, seeing its people crippled, its cathedral invaded, and its magics corrupted, turned its race's attentions inward, calling all modron survivors back to Regulus and sealing the borders. Since that time, few modrons have been seen throughout the multiverse and their current actions remain mysterious.

Yet, despite the former Primus's apparent destruction, a being whose consciousness stretches across planes cannot so easily be destroyed. From the minds and memories of thousands of tormented modrons in contact with it at the moment of its destruction, a vestige of the old Primus arose. While logic, law, and a structured multiverse once dictated its every action, a new directive now inspires this methodical ghost of order: the destruction of Tenebrous and all similar beings of chaos.

Special Requirement: Primus refuses to appear before a binder already bound to Tenebrous. If the binder has bound to Tenebrous at any point in the past, Primus knows and requires that its sign be drawn in conditions of bright light.

Manifestation: When Primus begins to appear, its seal seems to rise up as a floating platform and become a bronze gear with dozens of smaller cogs and mechanisms within, all whirring and clicking as they turn. A yellow glow shines up from the ground and through the gears, dimming slightly just before Primus appears in a burst of rainbow light.

Primus stands fully 10 feet tall atop the floating gear-work, its lower body merging with the glow that rises from the floor. Humanoid in shape, Primus's genderless body seems to be made of solid gold.

Primus stands silently and impassively, saying nothing, it's face devoid of all features. When the binder at last decides to say something, Primus suddenly speaks, its voice sounding hollow and cold, "Who summons us?"

Once uttered, two holes open on Primus's blank visage where eyes should be, and each dark void spills black fluid down Primus's face. Where the liquid flows, the vestige's golden body sizzles away in thin layers, as though Primus's tears burn away its body. No matter how deep the channels this darkness creates grow, Primus never flinches.

Sign: Dozens of small patches of skin on the binder's legs and arms become gold, silver, and bronze. These randomly placed metal plates take the shape of well-formed squares, equilateral triangles, hexagons, and other geometric shapes. These pieces of metal do not offer any bonus or inhibit the character in any way. If removed, they revert to bloody flaps of flesh.

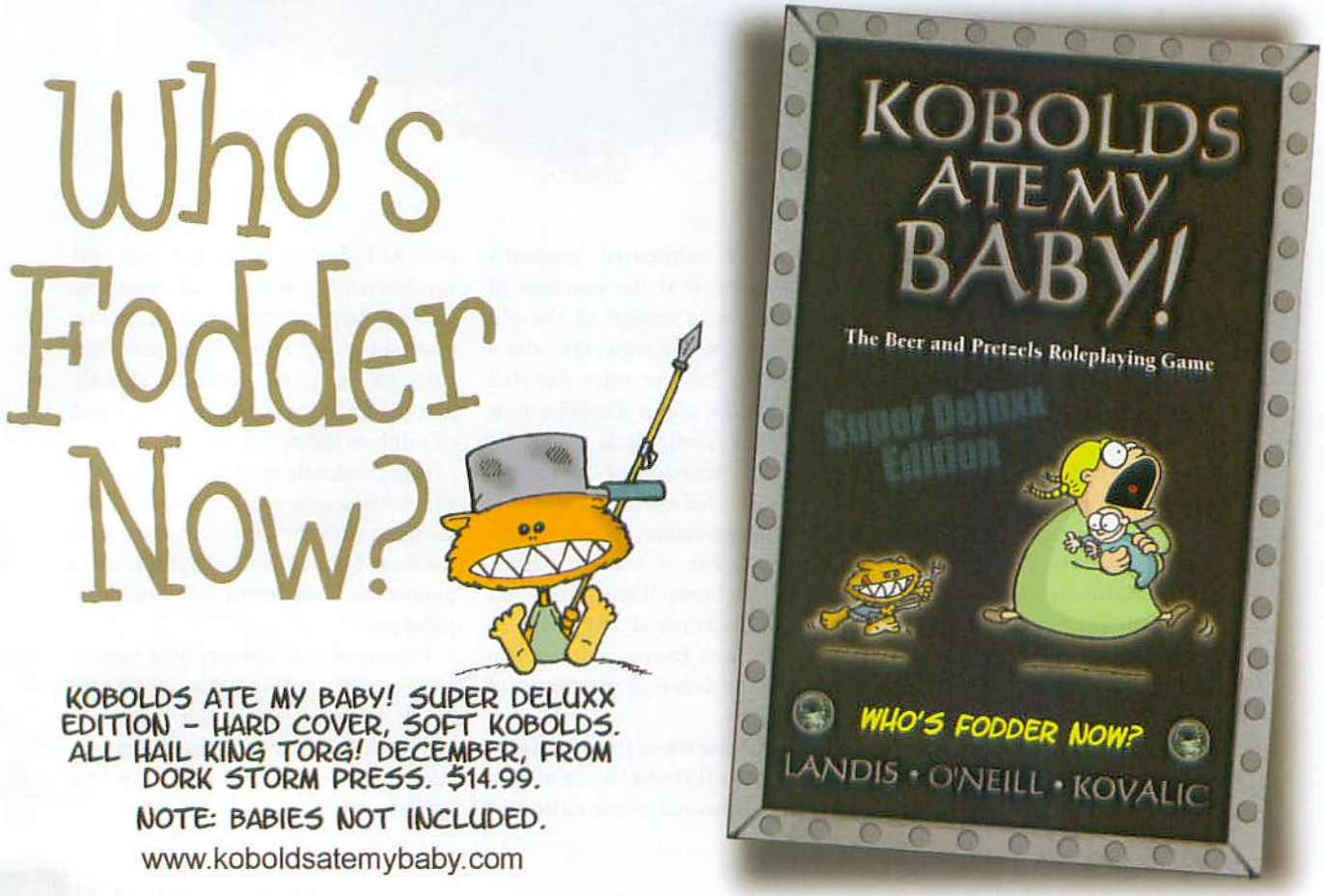
Influence: Primus shows its influence by making a binder ruthlessly practical. The binder evaluates all activities with an eye toward its ultimate goals, brooking no frivolity or distraction. Every action becomes a calculated move. In addition, Primus requires that the binder not knowingly break any law or disobey the direct order of any lawful authority.

Granted Abilities: Primus grants binders the ability to combat chaos, to gain benefit from orderly behavior, and to briefly access its ability to command all beings.

Divine Structure: If you perform the same actions on consecutive rounds in the same order, you gain a +1 competence bonus on all attacks, saves, and skill checks that round. For example, if you move and make a standard attack, and then in the following round move and make a standard attack, you would gain the bonus. If you move and make a standard attack and then in the next round 5-foot adjust and make a full attack, you would not get the bonus.

Lawful Attacks: Your melee and ranged attacks are considered lawful for the purposes of overcoming damage reduction, and you deal +1d6 points of damage to any creature of chaotic alignment that you hit with a melee or ranged attack (including touch attacks, but not ranged touch attacks).

Primus's Order: You can order a creature within 100 feet to perform a specific action. The creature must be able to hear you, but it need not understand your language. Pick a command listed under the *command* spell when you use this ability. If the target fails a Will save, it performs the action. In addition, targets that fail their Will save cannot hear or see you for 1d4 rounds or until you attack it, treating you as though you are under the effect of *invisibility* and *silence* spells. Other creatures can perceive you normally. This ability is not language-based and can affect creatures even if they are immune to mind-affecting effects. Once you have used this ability, you cannot do so again for 5 rounds.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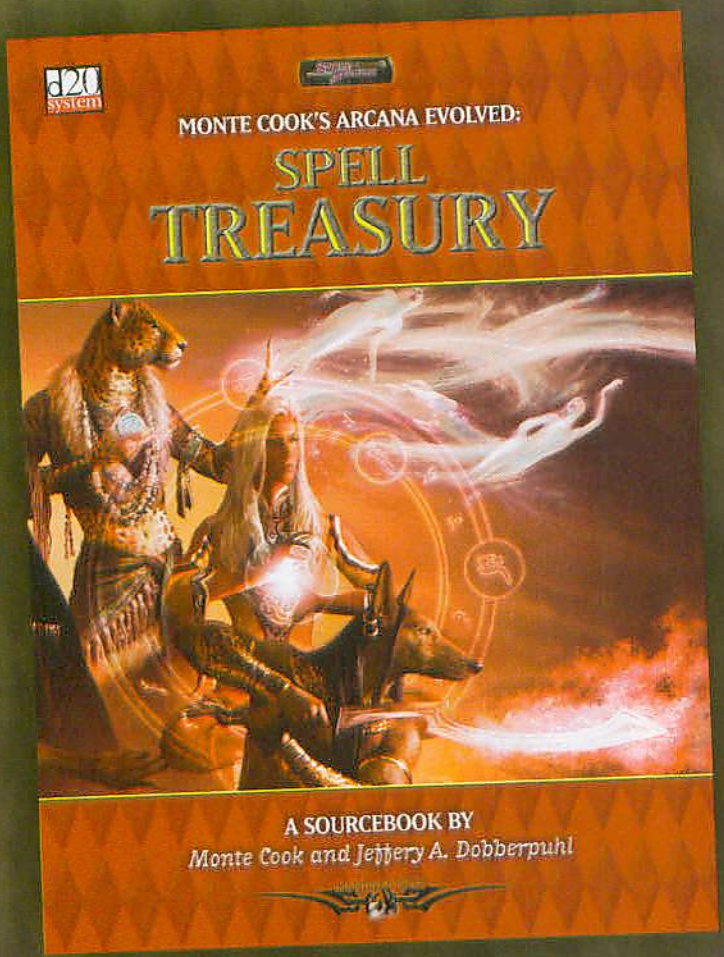

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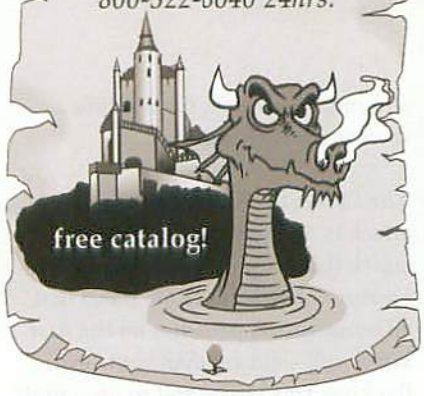

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This month, the Sage goes on the offensive with a series of questions related to combat. Send the Sage your questions at **sageadvice@paizo.com**.

Can a monk make disarm, sunder, and trip attacks during her flurry of blows? What about grapple checks? What about bull rushes, overruns, or other special combat maneuvers?

As long as every attack is made with one of the monk's special weapons (that is, weapons allowed as part of a flurry), the monk can perform any special attack that takes the place of a normal attack. She's free to disarm, sunder, trip, and grapple to her heart's content.

She couldn't bull rush or overrun (since those don't use special monk weapons), nor could she aid another (which requires a standard action) or feint (which requires a move action).

If a rogue gets multiple attacks in a round (such as from a high base attack bonus or the Rapid Shot feat), can she make sneak attacks for all of them?

Yes, but only if each attack meets a requirement to be a sneak attack. For instance, a rogue who flanks an enemy can deliver a sneak attack with every melee attack she makes. A rogue under the effect of a *greater invisibility* spell treats every attack as a sneak attack, since she remains invisible despite attacking.

If later attacks in a round no longer meet any requirement to be a sneak attack, they aren't sneak attacks. For example, a rogue under the effect of an *invisibility* spell would deal sneak attack damage only with her first attack in a round, because she turns visible as soon as she makes the attack.

The Cleave feat states that the extra attack is "at the same bonus as the attack that dropped the previous creature." Does this really mean that all bonuses and penalties on the first attack roll—aid another, smite evil, flanking, true strike, and so on—apply to the second?

The "bonus" referred to by Cleave means "base attack bonus," not "total bonus." If a 6th-level fighter drops a foe with his second attack, he makes the extra attack using his base attack bonus –5 (the same "bonus" as he used for his second attack).

If you aren't flanking the new foe, it's absurd to claim that you'd get a +2 bonus on the attack roll just because you were flanking the dropped foe. Any lasting bonuses or penalties—such as from the *bless* spell, a high or low Strength score, being fatigued, or the like—apply to the extra attack just as they would to any other attack you make.

When a character with 0 hp and the Cleave feat drops a foe with an attack, does he drop to –1 hp before or after he makes the extra attack? What if he has Great Cleave?

The extra attack granted by the Cleave feat counts as part of the same action used to drop the foe. Therefore, the character can make the extra attack before he drops to –1 hp. If this extra attack also drops a foe and the character has Great Cleave, the additional extra attack is still part of the same action and can be made before the character drops to –1 hp.

If an attack of opportunity drops a foe can the attacker then make a follow-up Cleave attack?

Yes. The Cleave feat doesn't say anything about the attack that triggers it having to be made on the attacker's turn.

Can you make a trip attack (or other special attack) as an attack of opportunity?

Yes, as long as you make the trip attack (or other special attack) with a weapon with which you threaten the target. For example, unless you wield a weapon that allows you to make a trip attack, trip attacks are unarmed attacks; a character who doesn't threaten while unarmed couldn't make an unarmed trip attack as an attack of opportunity.

If you make a trip attack as an attack of opportunity, does your target get a chance to make a trip attack in return if you fail? What about a disarm attack?

Yes and yes.

Does uncanny dodge make you immune to feinting in combat?

No. If uncanny dodge said "you never lose your Dexterity bonus

to AC," the answer would be yes, but that's not what it says. Uncanny dodge allows you to retain your Dexterity bonus to AC when flat-footed or struck by an invisible attacker. Although a feint creates a very similar situation (by disallowing the defender from using his Dexterity bonus to AC), it doesn't specifically render the character flat-footed. (For example, the target of a successful feint still threatens the feinting character.) Thus, uncanny dodge wouldn't negate the effect.

Can a rogue feint in combat, take a 5-foot step, and use a ranged attack against the target of his feint in order to make a sneak attack?

No. The rules specifically state that a feint only applies to your next "melee attack" (*Player's Handbook*, page 155).

How many attacks does a creature with multiple natural weapons get while it's grappling? How many grapple checks can it make in a round?

A creature can make all of its natural weapon attacks while grappling (although it takes a –4 penalty on such attacks; *Player's Handbook*, page 156). A grappling dire bear can attack with both claws and its bite.

A creature that chooses to make grapple checks in place of attacks—that is, to damage its opponent, escape from the grapple, move, pin its opponent, or use its opponent's weapon—is allowed one grapple check for every attack that its base attack bonus would allow (even if it doesn't normally make multiple attacks in this manner).

A creature with base attack bonus +0 to +5 may make one grapple check in place of an attack, base attack bonus +6 to +10 two, base attack bonus +11 to +15 three, and base attack bonus +16 to +20 four. That same dire bear, for example, may make two grapple checks in place of attacks, thanks to its base attack bonus of +9: one using its full base attack bonus and the second using its base attack bonus –5.

When using Combat Expertise or Power Attack, does the penalty you take also apply to opposed attack rolls (such as when you are involved in a disarm or sunder attempt)? What about on grapple checks?

Yes and no. Anything described as an attack roll (even an opposed attack roll) can be affected by Combat Expertise or Power Attack. A grapple check isn't an attack roll, so you can't use Combat Expertise or Power Attack in conjunction with it.

Can you score a critical hit with a grapple check made to damage your opponent?

No. Despite its similarity, a grapple check is not an attack roll, and thus can't score a critical hit (nor does it automatically succeed on a natural 20 or fail on a natural 1).

If you threaten a critical hit while under the effect of a *true strike* spell does the +20 insight bonus also apply to the critical hit confirmation roll?

Yes. The confirmation roll uses exactly the same attack modifier as the original (and may even have additional modifiers, if the character has special abilities that affect the confirmation roll).

Can you perform a coup de grace with a ray spell?

No. The coup de grace action specifically allows you to use a bow or crossbow, provided you are adjacent to the target (*Player's Handbook*, page 154).

That said, allowing spells with a ranged touch attack to deliver a coup de grace against an adjacent target wouldn't be an unreasonable house rule.

Is a coup de grace attack an evil act? (i.e., can a paladin make such an attack without falling from grace?)

The coup de grace is simply a kind of attack and is neither inherently good nor inherently evil. In some cases, it's the best option against a foe (such as an unconscious but regenerating troll). If attacking a particular character would be considered an evil act—such as stabbing an innocent merchant in the middle of his shop—delivering a coup de grace on that character would be just as evil.

Of course, if the paladin has already promised to face her foe in nonlethal combat, delivering a coup de grace would almost certainly violate her code of conduct.

If I ready a spear for a charge does that mean I have to make an attack against the first enemy to charge me?

That depends on how you word your readied action.

If you say, "I ready my spear against a charge from the next enemy who charges me," then the answer is yes. The triggering condition you stated for your readied action has been met.

If you say, "I ready my spear against a charge from the raging orc barbarian," you don't need to take your readied action against anyone else who charges you (and in fact you can't, since the triggering condition hasn't been met).

You can be as general or specific as you want (within reasonable limits) when stating the conditions under which your readied action triggers.

Is a double weapon considered a two-handed weapon or a one-handed weapon plus a light weapon, for the purposes of feats such as Weapon Finesse and Power Attack?

A double weapon can be wielded in two ways, either as a one-handed weapon and a light weapon, or as a single two-handed weapon. Either way, it follows the normal rules for using such weapons.

Wielding as Two Weapons: The primary end (the "one-handed weapon") adds your Strength modifier to damage, and the secondary end (the "light weapon") adds one-half your Strength bonus to damage. When using Power Attack, bonus damage applies only to the primary end. If you have Weapon Finesse, you may add your Dexterity modifier instead of your Strength modifier to attack rolls with the secondary end (but not with the primary end).

Wielding as One Weapon: Add one-and-one-half your Strength bonus to damage rolls. When using Power Attack, double the bonus damage granted by the feat.

The Sage strongly recommends that characters who wield double weapons record attack and damage values for both methods of use, to speed play.

Can a character make a shield bash attack using the shield as a primary weapon or can it be used only as an off-hand weapon?

While the rules describe a shield bash as an off-hand weapon, that's simply an assumption (that your primary hand is holding a weapon). There's nothing stopping you from declaring your shield bash as your primary weapon. Of course, that means that any attack you make with your other hand becomes a secondary weapon.

Dragon

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by Matthew J. Hanson • illustrated by Steve Ellis

MIND BLADE FEATS

The mind blade is the core of the soulknife (see *Expanded Psionics Handbook*, page 26). More than a weapon, the mind blade expresses the soulknife's self. Thus, mind blades vary widely from wielder to wielder. The following feats allow a soulknife to further customize his mind blade.

At the DM's option, you may take one of the feats presented in this article in place of the standard bonus feats gained by the soulknife, such as Speed of Thought at 6th level or Greater Weapon Focus (mindblade) at 9th level. The soulknife must still meet all the prerequisites of the feat. Wild Talent should not be replaced in this way.

ADAMANTINE MIND BLADE [PSIONIC]

Your mind blade is as strong and sharp as adamantine.

Prerequisite: Base attack bonus +1, ability to form a mind blade.

Benefit: Your mind blade acts in all ways as if made of adamantine. It overcomes damage reduction as an adamantine weapon.

Normal: Mind blades have hardness 10 and 10 hit points.

Special: You cannot take this feat if you already have Silver Mind Blade.

ALIGN MIND BLADE [PSIONIC]

Your mind blade overcomes one form of alignment-based damage reduction.

Prerequisites: Base attack bonus +6, ability to form a mind blade.

Benefit: Choose an alignment: chaotic, evil, good, or lawful. Your mind blade gains this alignment, allowing it to overcome the appropriate form of damage reduction. The chosen alignment cannot be the opposite of your alignment. For example, a neutral good character could not choose evil, while a chaotic evil character could not choose good or lawful. A neutral character may choose any alignment.

Special: You may take this feat twice. You must choose a different alignment each time you take it. You cannot choose an alignment opposite one you have already chosen.

GREATER MIND SHIELD [PSIONIC]

You form a mind shield with great versatility.

Prerequisites: Mind Shield, ability to form a +2 *mind blade*, shape mind blade ability.

Benefit: When you form a mind shield, you may create either a light or a heavy shield. You may change between these two shields types as a full-round action.

Additionally, you may grant your mind shield special abilities. You may choose a number of abilities from the following list whose total enhancement bonus value does not exceed your mind blade special ability enhancement value. You may reassign the abilities to your shield at the same time you reassign abilities for your mind blade.

Armor Special Ability	Enhancement Bonus Value
Bashing	+1
Fortification, Light	+1
Arrow Deflection	+2
Power Resistance (13)*	+2
Ghost Touch	+3
Fortification, Moderate	+3
Power Resistance (15)*	+3

*In *Expand Psionics Handbook*

Mind Daggers [Psionic]

You may form several small mind blades each round.

Prerequisites: Base attack bonus +4, ability to form a mind blade, throw mind blade ability, free draw ability

Benefit: You may form a mind blade more than once a round, but each mind blade formed after the first has its enhancement bonus cumulatively decreased by 1 (minimum +0). Thus, if you can create a +4 *mind blade*, your second mind blade created with this ability is a +3 *mind blade*, your third is a +2, and so on (your mind blade always acts as a magic weapon for the purpose of overcoming damage reduction). You can only create one dagger with a +0 enhancement bonus. Every blade formed with this ability is a dagger appropriate to your size (1d4 points of damage for Medium creatures or 1d3 for Small). You may throw these daggers using the standard mind blade range increment (30 feet).

Mind Shield [Psionic]

You may use the power of your mind to form a shield as well as a blade.

Prerequisites: Ability to form a +1 *mind blade*, shape mind blade ability.

Benefit: You can split your mind blade into a mind blade and a mind shield. The blade is your standard mind blade with an enhancement bonus 1 lower than you would otherwise create, as usual for splitting your mind blade. The mind shield has all the statistics of a light shield (including armor check penalty), with an enhancement bonus 1 lower than you would create as a single mind blade. If you shield bash with your mind shield it counts as a magic weapon, but it does not gain the benefits from your mind blade enhancement bonus or special abilities.

A mind shield has hardness and hit points equal to your mind blade.

Practiced Mind Blade [Psionic]

Your mind blade is more powerful.

Prerequisites: Concentration 4 ranks, ability to form a mind blade.

Benefit: You are treated as having 4 more levels of soulknife for the purpose of manifesting your mind blade (increasing its enhancement bonus and its special abilities). This benefit cannot grant you an effective soulknife level greater than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice from levels that do not improve your mind blade, you might be able to apply the rest of the bonus.

For example, a human 6th-level soulknife/3rd-level ranger would have an effective soulknife level of 9th (because he has 9 Hit Dice), thus allowing him to manifest a *+2 mind blade* with a +1 special ability equivalent. If he later increased his ranger level to 4th (increasing his total Hit Dice to 10) he could take full advantage of this feat, manifesting his mind blade as a 10th-level soulknife and increasing his mind blade's special abilities to a +2 special ability equivalent.

This feat affects only the mind blade's enhancement bonus and special abilities. It does not grant any other soulknife abilities such as improved psychic strike, throw mind blade, or the like.

Reshape Mind Blade [Psionic]

Your mind blade can take an additional form.

Prerequisites: Base attack bonus +4, ability to form a mind blade, shape mind blade.

Benefit: Choose any simple, martial, or exotic melee weapon with which you are proficient. Your mind blade can take on a form identical to the chosen weapon, with all that weapon's statistics: damage, threat range, critical modifier, and any extra features the weapon might have (such as the flail's ability to trip and bonus to disarm attempts). Reshaping a mind blade is a full-round action. You can also manifest your mind blade in this shape.

Special: You may gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon with which you are proficient.

Silver Mind Blade [Psionic]

Your mind blade harms creatures vulnerable to silver weapons.

Prerequisites: Base attack bonus +1, ability to form a mind blade.

Benefit: Your mind blade acts as if made of alchemical silver, but only for the purpose of overcoming damage reduction. Your mind blade does not gain any of the other properties of an alchemical silver weapon.

Special: You cannot take this feat if you already have Adamantine Mind Blade.

Strategic Reassignment [Psionic]

You can reassign your mind blade's special abilities much more quickly.

Prerequisites: Concentration 7 ranks, ability to form a *+1 mind blade*.

Benefit: You may reassign the special abilities of your mind after spending only 10 minutes in concentration.

Normal: Reassigning special abilities requires 8 hours of concentration.

Tactical Reassignment [Psionic]

You can attempt to reassign your mind blade's special abilities in the midst of combat.

Prerequisites: Concentration 11 ranks, Strategic Reassignment, ability to form a *+2 mind blade*.

Benefit: You may attempt to reassign the special abilities in your mind blade as a full-round action. Doing so provokes an attack of opportunity and requires a DC 25 Concentration check. If an attack of opportunity deals any damage, your reassignment attempt fails.

Normal: Reassigning special abilities requires 8 hours of concentration.

by Oliver Diaz and John E. Ling, Jr. • illustrated by Steve Ellis

ARCANE

FAMILIAR FLAVORING

Familiars are intelligent, valuable companions with personalities and motivations all their own. Companion, scout, watcher, and more are all rolled into one small package. The *Player's Handbook* presents ten familiars, DRAGON #323 introduces nine more, and "Forging Friends" on page 34 of this issue provides another seven construct companions. In addition, the *DUNGEON MASTER'S Guide* contains several options for different-sized masters. New familiars and variations appear here, which you can use with your DM's permission.

Chameleon: The chameleon is nature's expert at blending into any surrounding. Indigenous to warm deserts, they nonetheless adapt well to all but the coldest environments. Suspicious creatures, chameleons bear little trust for anyone—even their masters. Shy and withdrawn casters make the best masters for chameleon familiars. A chameleon familiar provides its master with a +3 bonus on Disguise checks.

Crow: Companions of the dead and gluttons of decay, these birds can eat almost anything. Many cultures consider them harbingers of woe and see them as ill omens. Arcane spellcasters who surround themselves in death, rot, and filth favor the companionship of crows. A crow familiar grants its master a +2 bonus on Fortitude saves.

Dark Chanting Goshawk: This hauntingly beautiful hawk has a combination of slate-gray and black feathers with white highlights. It is known for its unusual flight patterns (which are stiff and perfunctory) and its evocative songs of chanted flutes and whistles. A dark chanting goshawk familiar grants its master a +2 bonus on Will saves.

Dog: Few animals are as loyal as a dog. Regardless of its size or type, the dog is the favored familiar of people who tend to form lifelong friendships. Most dogs use the dog stats from page 271 of the *Monster Manual*, although some larger breeds might be advanced. A dog familiar provides its master with a +3 bonus on Sense Motive checks.

Flying Fox: Clever and devious, this huge species of natural fruit bat is frightening to behold. It's not uncommon to find them with wingspans upwards to 5 feet long. The flying fox enjoys sweets and is an accomplished prankster who enjoys getting its master into trouble. Like most fruit bats it does not use echolocation. A

NEW FAMILIARS

Familiar	Equivalent Statistics	Special
Chameleon	Lizard	Master gains a +3 bonus on Disguise checks
Crow	Raven	Master gains a +2 bonus on Fortitude saves
Dark Chanting Goshawk	Hawk	Master gains a +2 bonus on Will saves
Dog	*Monster Manual*	Master gains a +3 bonus on Sense Motive checks
Flying Fox	Raven	Master gains a +3 bonus on Sleight of Hand checks
Great Horned Owl[1]	Advanced Owl (2 HD)	—
Iguana	Lizard	Master gains a +3 bonus on Climb checks
King Cobra[1]	Large Viper Snake	—
Monkey	*Monster Manual*	Master gains a +3 bonus on Tumble checks
Night Lizard	Lizard	Master gains a +3 bonus on Hide checks
Platypus	Hedgehog[2]	Master gains a +3 bonus on Swim checks
Rabbit	Cat	Master gains a +3 bonus on Listen checks
Squirrel	Rat	Master gains a +3 bonus on Jump checks
Vampire Bat	Bat	—

[1] Master must have the Improved Familiar feat and be at least a 3rd-level arcane spellcaster.

[2] See page 203 of *Dungeon Master's Guide*. Replace poison quills and bite with a poison claw attack.

flying fox familiar grants its master a +3 bonus on Sleight of Hand checks.

Great Horned Owl: These robust owls boast long curving ear tufts from which they derive their name. Aggressive and commanding, great horned owls always make their desires known and are not above bullying uncooperative masters (or others) with pecks and belligerent hoots. Great horned owls are only available to characters with at least three arcane spellcasting levels and the Improved Familiar feat.

Iguana: The iguana is native to jungles but adapts well to other warm environments. This lizard is adept at climbing trees and other objects to escape predators. Arcane spellcasters native to jungle environs often select iguana familiars. An iguana familiar grants its master a +3 bonus on Climb checks.

King Cobra: This terrifying snake is the largest naturally occurring venomous snake (some grow as long as 15 feet long). Proud and of a harsh temperament, king cobras are gifted with keen intelligence and cunning—even compared to other snake familiars. They excel as hunters and usually feed on other snakes (making them unpopular with other serpents or spellcasters with serpent familiars). King cobras are only available to characters with at least three arcane spellcasting levels and the Improved Familiar feat.

Monkey: Gregarious and outgoing, a monkey willingly works a crowd for applause. Wizards (and more often, sorcerers) who similarly seek fame regularly select monkey familiars. While native to jungle environments, adventurers often import monkeys to other regions. A monkey familiar grants its master a +3 bonus on Tumble checks.

Night Lizard: Small and secretive, these lizards are rarely seen. These diminutive creatures take a long time to become accustomed to new friends, and those spellcasters who choose them as familiars often share this trait. A night lizard familiar grants its master a +3 bonus on Hide checks.

Platypus: The platypus is a bizarre amalgam of parts, seemingly produced from leftover components of other animals. This combination is not lost on those who themselves are eccentric. The platypus is native to areas close to water, such as riverbanks and lakes. This makes the platypus a fine choice for spellcasters from such areas. A platypus familiar grants its master a +3 bonus on Swim checks.

Rabbit: Quiet and unassuming, the rabbit is the popular choice of retiring and timid spellcasters. Because of their legendarily prodigious breeding rates, those with interests in fertility or creation magic often select rabbit familiars. Rabbits live in just about every land-based environment, even arctic. A rabbit familiar grants its master a +3 bonus on Listen checks.

Squirrel: Perhaps the most common animal in urban areas, squirrels are highly adaptable creatures. Experts at maneuvering through a city's myriad houses, shops, and small trees, they often leap from one to another gracefully and effortlessly. Arcane spellcasters who live almost exclusively in large urban areas often select squirrels as their familiars, if for no other reason than the large number available. A squirrel familiar grants its master a +3 bonus on Jump checks.

Vampire Bat: These blood-drinking bats are the source of dark legend and superstition. They resemble normal bats except for their short, conical muzzles and long fangs best used for puncturing the skin of their prey. Vampire bats are somber and dark natured, bonding closely with their masters and shirking the company of all others.

by Christopher Wissel • illustrated by Steve Ellis

DIVINE

NATURE SPELLS BY SCHOOL

A druid has some of the most diverse abilities of any class. Their spell lists and their use of spontaneous *summon nature's ally* spells can mean the difference between life and death in the wild. Unlike arcane spells, the schools of druid spells are not evident in their spell lists. This limits the druid character in some way, making it difficult for the player to choose feats such as Spell Focus and Greater Spell Focus that only augment spells from a particular school. The following reference contains every druid and ranger spell from the *Player's Handbook*. For a similar breakdown of cleric spells, see DRAGON #340. The recently released *Spell Compendium* includes a large number of spells for the druid culled from a variety of sources. It also includes many new ranger spells as well.

0-LEVEL DRUID SPELLS

Abjur *Resistance*
Conj *Create water, cure minor wounds*
Div *Detect magic, detect poison, guidance, know direction, read magic*
Evoc *Flare, light*
Trans *Mending, purify food and drink, virtue*

1ST-LEVEL DRUID SPELLS

Abjur *Endure elements, hide from animals*
Conj *Cure light wounds, obscuring mist, summon nature's ally I*
Div *Detect animals or plants, detect snares and pits, speak with animals*
Ench *Calm animals, charm animal*
Evoc *Faerie fire, produce flame*
Trans *Entangle, goodberry, jump, longstrider, magic fang, magic stone, pass without trace, shillelagh*

2ND-LEVEL DRUID SPELLS

Abjur *Fire trap, resist energy*
Conj *Delay poison, fog cloud, lesser restoration, summon nature's ally II, summon swarm*
Ench *Animal messenger, animal trace, hold animal*
Evoc *Flame blade, flaming sphere, gust of wind*
Trans *Barkskin, bear's endurance, bull's strength, cat's grace, chill metal, heat metal, owl's wisdom, reduce animal, soften earth and stone, spider climb, tree shape, warp wood, wood shape*

3RD-LEVEL DRUID SPELLS

Abjur *Protection from energy*
Conj *Cure moderate wounds, neutralize poison, remove disease, sleet storm, summon nature's ally III*
Div *Speak with plants*
Ench *Dominate animal*
Evoc *Call lightning, daylight, wind wall*
Necro *Contagion, poison*
Trans *Diminish plants, greater magic fang, meld into stone, plant growth, quench, snare, spike growth, stone shape, water breathing*

4th-Level Druid Spells

Abjur *Antiplant shell, dispel magic, freedom of movement, repel vermin*
Conj *Cure serious wounds, summon nature's ally IV*
Div *Scrying*
Ench *Command plants*
Evoc *Flame strike, ice storm*
Necro *Blight*
Trans *Air walk, control water, giant vermin, reincarnate, rusting grasp, spike stones*

5th-Level Druid Spells

Abjur *Atonement, stoneskin*
Conj *Cure critical wounds, insect plague, summon nature's ally V, tree stride, wall of thorns*
Div *Commune with nature*
Evoc *Call lightning storm, hallow, unhallow, wall of fire*
Necro *Death ward*
Trans *Animal growth, awaken, baleful polymorph, control winds, transmute mud to rock, transmute rock to mud*

6th-Level Druid Spells

Abjur *Antilife shell, greater dispel magic*
Conj *Fire seeds, mass cure light wounds, summon nature's ally VI, wall of stone*
Div *Find the path, stone tell*
Trans *Ironwood, liveoak, mass bear's endurance, mass bull's strength, mass cat's grace, mass owl's wisdom, move earth, repel wood, spellstaff, transport via plants*

7th-Level Druid Spells

Conj *Creeping doom, heal, mass cure moderate wounds, summon nature's ally VII*
Div *Greater scrying, true seeing*
Evoc *Fire storm, sunbeam*
Trans *Animate plants, changestaff, control weather, transmute metal to wood, wind walk*

8th-Level Druid Spells

Abjur *Repel metal or stone*
Conj *Mass cure serious wounds, summon nature's ally VIII, word of recall*
Evoc *Earthquake, sunburst, whirlwind*
Necro *Finger of death*
Trans *Animal shapes, control plants, reverse gravity*

9th-Level Druid Spells

Conj *Elemental swarm, mass cure critical wounds, regenerate, shambler, storm of vengeance, summon nature's ally IX*
Div *Foresight*
Ench *Antipathy, sympathy*
Trans *Shapechange*

Natural Components

The following spells have expensive material components, require foci, or cost experience to cast. *Nondetection* appears on the ranger spell list; all other spells appear on the druid list.

Expensive Material

Fire Trap: 25 gp (1/2 lb. gold dust).
Hallow: 1,000 gp + 1,000 gp/spell level (herbs, oils, incense).
Nondetection: 50 gp (diamond dust).
Stoneskin: 250 gp (diamond dust).
Sympathy: 1,500 gp (crushed pearls).
True Seeing: 250 gp (ointment).
Unhallow: 1,000 gp + 1,000 gp/spell level (herbs, oils, incense).

Experience Cost

Awaken: 250 XP.

Focus

Scrying: Natural pool of water.
Shapechange: Jade circlet worth at least 1,500 gp.

Ranger Spells

As nature's more martial defenders, rangers tend to focus more on feats and abilities that improve their melee or ranged combat effectiveness. For those who enjoy the flexibility of their spellcasting, however, this guide breaks down their spells by school.

1st-Level Ranger Spells

Abjur *Alarm, endure elements, hide from animals, resist energy*
Conj *Delay poison, summon nature's ally I*
Div *Detect animals or plants, detect poison, detect snares and pits, read magic, speak with animals*
Ench *Animal messenger, calm animals, charm animal*
Trans *Entangle, jump, longstrider, magic fang, pass without trace*

2nd-Level Ranger Spells

Abjur *Protection from energy*
Conj *Cure light wounds, summon nature's ally II*
Div *Speak with plants*
Ench *Hold animal*
Evoc *Wind wall*
Trans *Barkskin, bear's endurance, cat's grace, owl's wisdom, snare, spike growth*

3rd Level Ranger Spells

Abjur *Repel vermin*
Conj *Cure moderate wounds, neutralize poison, remove disease, summon nature's ally III*
Trans *Command plants, darkvision, diminish plants, greater magic fang, plant growth, reduce animal, tree shape, water walk*

4th Level Ranger Spells

Abjur *Freedom of movement, nondetection*
Conj *Cure serious wounds, summon nature's ally IV, tree stride*
Div *Commune with nature*
Trans *Animal growth*

by Hal Maclean • illustrated by Steve Ellis

MARTIAL CULTURES

Culture often exerts as strong a pull upon young people as their lineage. Acquiring likes, loathings, special talents, and important insights at their parent's knee, a body of lore comes to them almost as a birthright. A few, however, follow their own unique paths. They take other ways, scorning the lessons so eagerly sought by their playmates in favor of what they teach themselves.

These atypical members of the different races usually band together. Although too rare or new to be true subraces, it is groups such as these that eventually interbreed and develop into their own subsets of the common races. All of the racial traits presented here focus on characters who begin play at 1st level as either barbarians or rangers, so these alternative racial traits might not work well in a world where the standard races already have "wild" subraces. Given a few generations, however, those with these new racial traits might easily interbreed to such an extent that they form wild subraces. Page 170 of the *Dungeon Master's Guide* has more information on subraces.

These new racial traits require a character to begin play as either a barbarian or a ranger and to give up one or more standard racial traits. As elves and half-orcs lack (or have very few) racial traits based on their cultures, they gain compensating drawbacks instead of losing traits they already have.

Because these alternative rules fundamentally alter the way races work, a DM is encouraged to have a careful and thorough understanding of these racial traits before allowing them in her campaign.

Dwarf Barbarian

Let the frail and infirm spend their time fiddling with rocks or shuddering at the tread of orcs and goblins. You sneered at the terrors others felt, never willing to admit to the visions of unnatural creatures haunting your dreams. Now, in moments when your fury bursts forth you rend and tear at what once made you cower under your covers.

These dwarf barbarians lose stonecunning, their bonus on Appraise and Craft checks, and their +1 bonus on attack rolls versus orcs and goblins. In exchange, they gain a +1 bonus on attack and damage rolls made against aberrations and undead when raging.

Dwarf Ranger

The forge. The chisel. They held little appeal. When others talked of battles with giants you paid scant attention, already hatching strategies to help you face what you saw as the true threat.

These dwarf rangers lose stonecunning, their bonuses on Appraise and Craft checks, and their dodge bonus to AC against giants. In exchange, they gain a dodge bonus to AC against their favored enemies equal to half their bonuses on damage and skill checks. For instance, a dwarf ranger who has a +4 favored enemy bonus against aberrations gains a +2 dodge bonus to AC whenever he faces an aberration.

Elf Barbarian

Sometimes, even as you outwardly shout and froth at the mouth, you find yourself in the eye of the storm, calm and relaxed while you loose arrow after arrow. Unfortunately, this strange detachment carries a danger too, one that leaves you idly watching as your foes draw nearer.

These elf barbarians gain the use of the Rapid Shot feat while raging even if they lack the prerequisites. In exchange, they take a –2 penalty on initiative checks.

Elf Ranger

Even as a child you knew that your homeland was a marvelous, special place, its inhabitants blessed by the deities and deserving of your protection. Nothing drives you to greater passion than coming face to face with interlopers bent upon despoiling it.

These elven rangers gain a particular affinity for the terrain of their homelands. Choose a terrain: aquatic, desert, forest, hills, marsh, mountain, or plains. The elf ranger gains a +1 bonus on attack and damage rolls made while in that terrain. Outside of that terrain, however, the elf ranger's unfamiliarity imposes a –1 penalty on Wisdom- and Intelligence-based skill checks.

Gnome Barbarian

You saw no need to talk with useless beasts or to make a spectacle of yourself entertaining fools. As your innate magic developed you displayed abilities to help you overwhelm your enemies.

These gnome barbarians lose their ability to cast *speak with animals* as well as the other spell-like abilities normally available to their kind. In exchange, they gain the ability to cast *cure minor wounds, guidance, jump,* and *resistance* (self only) once each per day. Caster level 1st; save DC 10 + gnome's Charisma modifier + spell level.

Gnome Ranger

The others laughed and played their pranks, but you always took life more seriously. Life was dangerous, dirty, and hard, and as your innate magic developed you discovered more sensible uses than practical jokes.

These gnome rangers retain their ability to cast *speak with animals* but lose their other spell-like abilities in order to cast *create water, detect poison,* and *purify food and drink* once per day. Caster level 1st; save DC 10 + gnome's Charisma modifier + spell level.

Half-Elf Barbarian

They treated you like a freak, an outsider who wasn't strangled at birth simply out of charity. You fled into the wilderness and while learning to live off the land developed a need for revenge that makes others quail before your anger.

These half-elf barbarians lose their +2 bonus on Diplomacy and Gather Information checks and in exchange gain a +2 bonus on Intimidate and Survival checks.

Half-Elf Ranger

Strangers made you uncomfortable, always staring and asking rude questions. You kept your distance. Eventually you learned to find refuge in the wilds and fellowship with the creatures that lived there.

These half-elf rangers lose their +2 bonus on Diplomacy and Gather Information checks, gaining in exchange a +2 bonus on Handle Animal and Hide checks.

Half-Orc Barbarian

Let the weak squint over paper. You know the world belongs to the mighty—not the learned. Rather than considering it a drawback, you embrace your willful ignorance and turn it to your advantage.

These half-orc barbarians can never learn to read, even if they take levels in other classes, nor may they ever place skill ranks in any Knowledge skill. A half-orc barbarian's contempt for "book learning" grants him a +2 bonus on all Intimidate and Survival checks.

Half-Orc Ranger

Outcast! Outsider! Your blood tainted, surviving only on hatred and raw determination, you renounced half of your background and vowed bloody vengeance.

These half-orc rangers gain a particular hatred and disdain for one side of their heritage. A half-orc ranger may select an additional favored enemy at 1st level, choosing either humanoid (human) or humanoid (orc) and gaining a +2 bonus on damage rolls and certain skill checks as normal. The half-orc ranger cannot also select humanoid (human) or humanoid (orc) as his 1st-level favored enemy. As he advances in levels he may increase this bonus like any other favored enemy. However, his instinctive loathing and revulsion for this part of his parentage imposes a penalty on all Charisma checks and skills equal to his favored enemy bonus when dealing with members of the race he despises.

Halfling Barbarian

While others dangled from trees and romped through the forest you learned to stay perfectly still as your playmates drew near.

These halfling barbarians lose their bonus to Climb, Jump, and Move Silently checks, becoming in exchange extremely adept at camouflage and the art of the ambush. A halfling barbarian gains a bonus on Hide checks made in natural surroundings equal to half her barbarian level (minimum +1).

Halfling Ranger

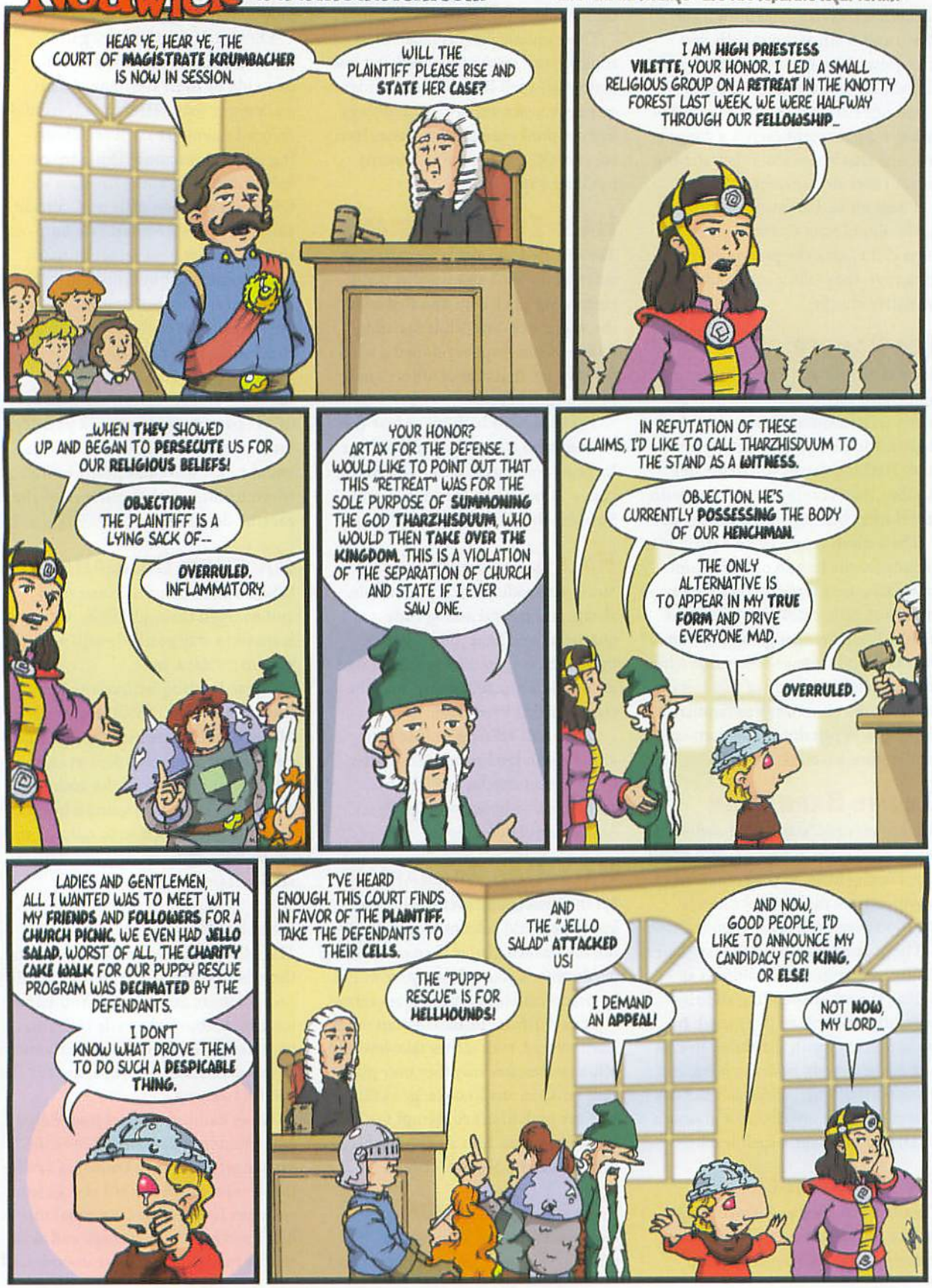
The others trusted in fate, secure in their beliefs that their deities would protect them from harm. You knew too much about the evils that surrounded you to rely upon faith and devoted yourself to preparing for the battles to come.

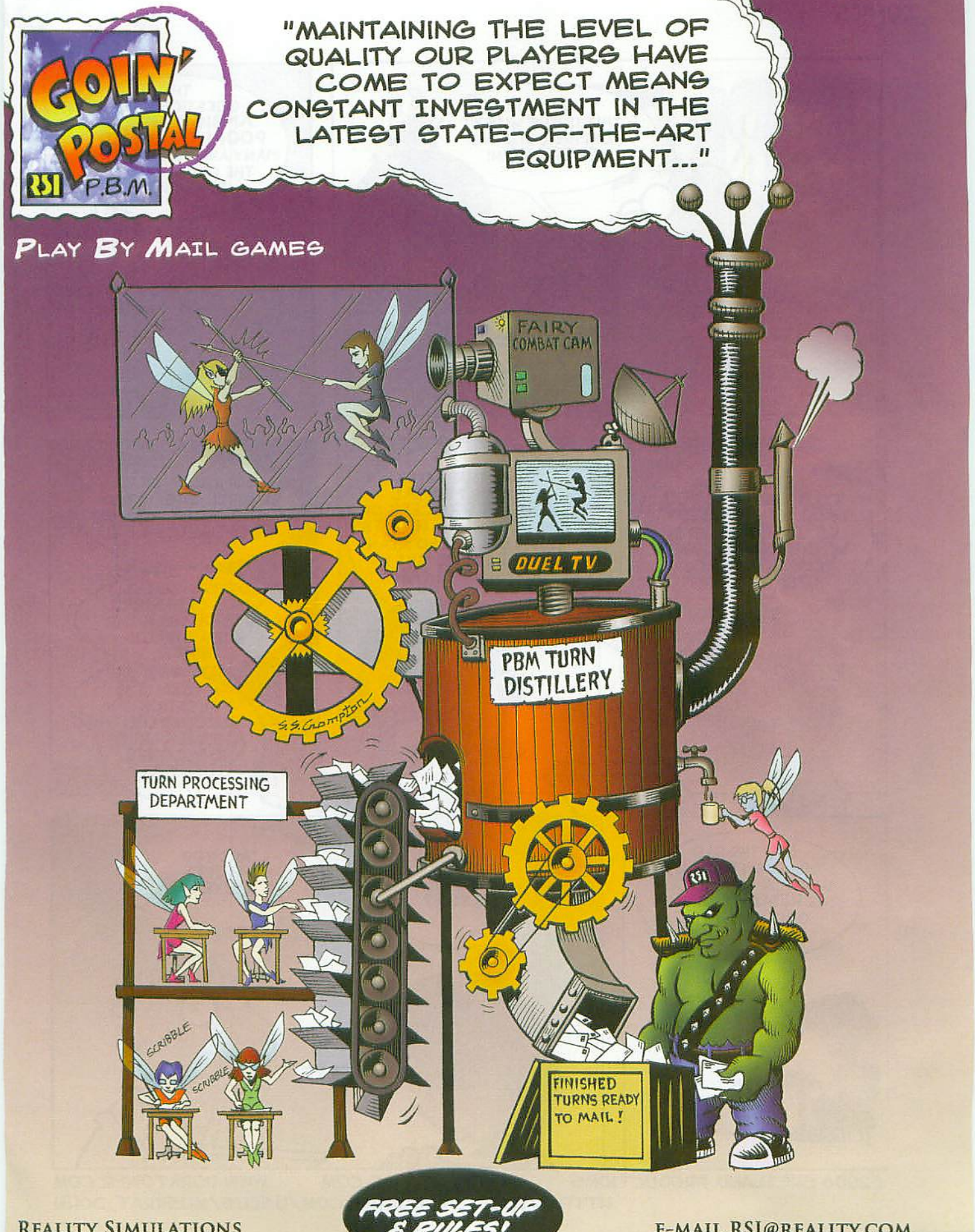
These halfling rangers lose their +1 luck bonus on all saving throws. In exchange, they gain a bonus on saving throws and opposed skill checks versus their favored enemies equal to half their bonus on damage and skill checks made against these enemies.

Nodwick

by Aaron Williams
www.nodwick.com

The Supreme Court has ruled that "ha-ha funny" and "ha-ha strange" are two separate legal terms.


HEAR YE, HEAR YE, THE COURT OF MAGISTRATE KRUMBACHER IS NOW IN SESSION.
WILL THE PLAINTIFF PLEASE RISE AND STATE HER CASE?
I AM HIGH PRIESTESS VILETTE, YOUR HONOR. I LED A SMALL RELIGIOUS GROUP ON A RETREAT IN THE KNOTTY FOREST LAST WEEK. WE WERE HALFWAY THROUGH OUR FELLOWSHIP...
...WHEN THEY SHOWED UP AND BEGAN TO PERSECUTE US FOR OUR RELIGIOUS BELIEFS!
OBJECTION! THE PLAINTIFF IS A LYING SACK OF--
OVERRULED. INFLAMMATORY.
YOUR HONOR? ARTAX FOR THE DEFENSE. I WOULD LIKE TO POINT OUT THAT THIS "RETREAT" WAS FOR THE SOLE PURPOSE OF SUMMONING THE GOD THARZHISDUUM, WHO WOULD THEN TAKE OVER THE KINGDOM. THIS IS A VIOLATION OF THE SEPARATION OF CHURCH AND STATE IF I EVER SAW ONE.
IN REFUTATION OF THESE CLAIMS, I'D LIKE TO CALL THARZHISDUUM TO THE STAND AS A WITNESS.
OBJECTION. HE'S CURRENTLY POSSESSING THE BODY OF OUR HENCHMAN.
THE ONLY ALTERNATIVE IS TO APPEAR IN MY TRUE FORM AND DRIVE EVERYONE MAD.
OVERRULED.
LADIES AND GENTLEMEN, ALL I WANTED WAS TO MEET WITH MY FRIENDS AND FOLLOWERS FOR A CHURCH PICNIC. WE EVEN HAD JELLO SALAD. WORST OF ALL, THE CHARITY CAKE WALK FOR OUR PUPPY RESCUE PROGRAM WAS DECIMATED BY THE DEFENDANTS.
I DON'T KNOW WHAT DROVE THEM TO DO SUCH A DESPICABLE THING.
I'VE HEARD ENOUGH. THIS COURT FINDS IN FAVOR OF THE PLAINTIFF. TAKE THE DEFENDANTS TO THEIR CELLS.
THE "PUPPY RESCUE" IS FOR HELLHOUNDS!
AND THE "JELLO SALAD" ATTACKED US!
I DEMAND AN APPEAL!
AND NOW, GOOD PEOPLE, I'D LIKE TO ANNOUNCE MY CANDIDACY FOR KING, OR ELSE!
NOT NOW, MY LORD...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DORK
BY JOHN
AW, MAN... THIS IS THE WORST ONLINE QUIZ I'VE EVER TAKEN!
THE QUESTIONS ARE AMBIGUOUS AND POORLY WORDED... MANY ARE MISLEADING. THE ORGANIZATION IS A MESS...
TAKE THIS QUESTION, FOR EXAMPLE... "ARE YOU WELL-ORGANIZED?" WELL-ORGANIZED IN WHAT? YOUR HOBBY? YOUR HOME? YOUR WORKPLACE?
DOES THAT REFER TO YOUR MENTAL THOUGHT PROCESS OR YOUR PERSONAL HABITS? THAT COULD ALSO MEAN YOUR PSYCHE, BUT IT JUST ISN'T CLEAR!
SOMEBODY CAN BE WELL-ORGANIZED PERSONALLY, BUT NOT PROFESSIONALLY.
OTHERS CAN BE WELL-ORGANIZED OUTSIDE THE HOME, BUT A WRECK INSIDE.
THE QUESTION BECOMES UN-ANSWERABLE AND INCONSE-QUENTIAL!
AND THE SAD THING IS, I REALLY WANTED TO FIND OUT THE RESULTS OF THIS QUIZ. NOW I'LL NEVER KNOW!
WHAT'S THE QUIZ ABOUT?
"ARE YOU A RULES LAWYER?"

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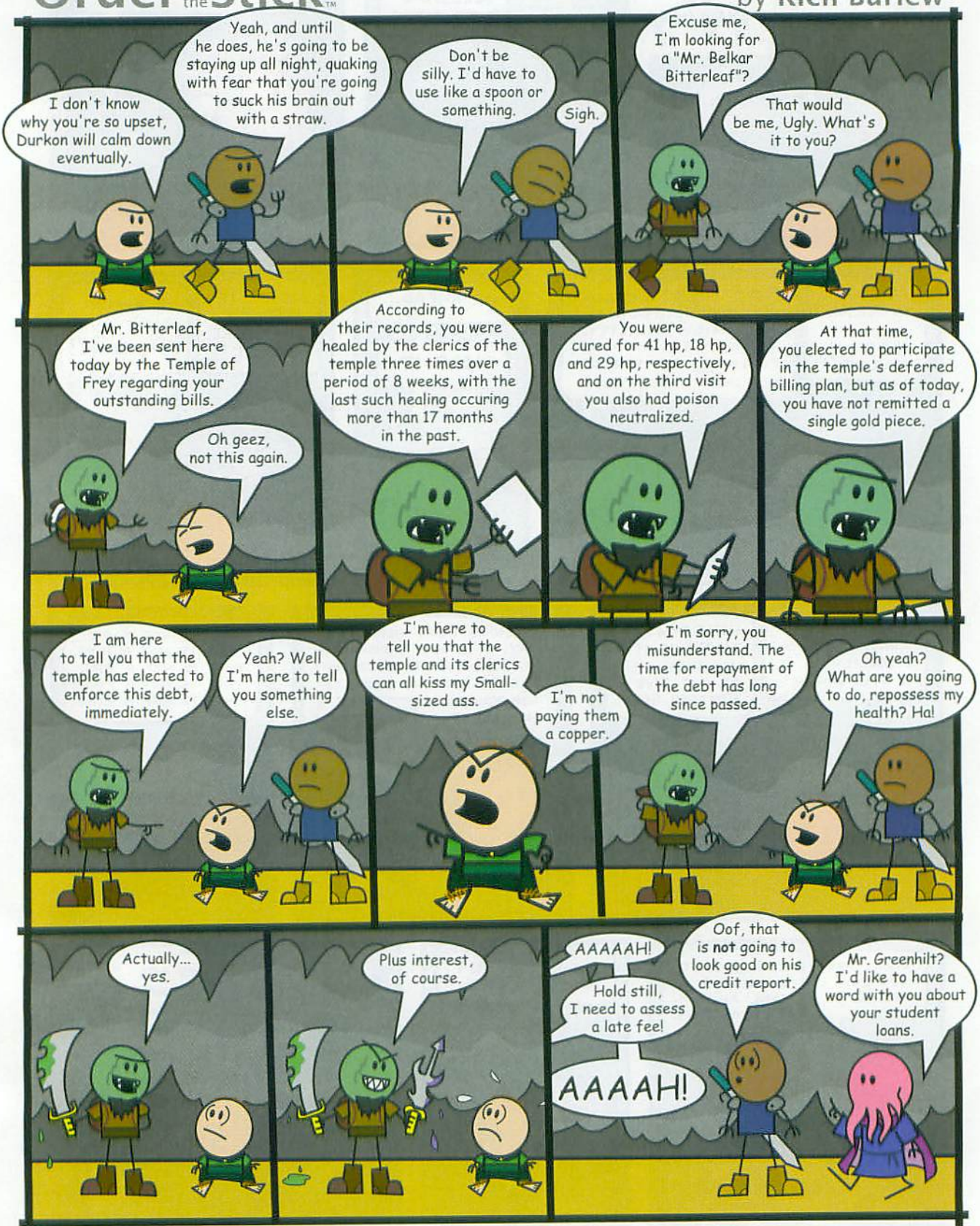
HTTP://WWW.LIVEJOURNAL.COM/USERS/MUSKRAT_JOHN

ZOGONIA
By TONY
LOOK WHAT I BOUGHT, KEV! GUESS WHAT IT IS !!!
duh.
A PIPE.
HA! NO! IT'S AN ILLUSION OF A PIPE!
WOWWWWW.
IT LOOKS SO REAL! DID IT COST A LOT?
500 GOLD! THE GUY SAID THE ILLUSION IS VERY HIGH QUALITY, THOUGH — THE KIND THAT FOOLS ALL THE SENSES, NOT JUST THE EYES!
GO AHEAD...
HOLD IT.
GOSH... IT FEELS JUST LIKE A PIPE!!
I KNOW! ISN'T THAT AMAZING?!
I WONDER IF I CONCENTRATE ON DISBELIEVING IT, IF IT'LL VANISH!
HEY! DON'T DO THAT! IF IT VANISHES, I'LL BE OUT FIVE HUNDRED GOLD!
ILLUSIONS DON'T WORK THAT WAY. IT'LL ONLY VANISH FOR ME. YOU'D HAVE TO CONCENTRATE ON DISBELIEVING IT YOURSELF FOR YOU TO NOT SEE IT.
OH. GO AHEAD, THEN.
THIS IS NOT A PIPE.
THIS IS NOT A PIPE.
THIS IS NOT A PIPE.
THIS IS NOT A PIPE.
THIS IS NOT A PIPE.
WHAT ARE YOU GUYS DOING?
KEV IS NOT HOLDING A PIPE, AND I'M WATCHING HIM.
STRANGE... I AM HOLDING A PIPE.
YOU ARE?
WHATEVER YOU GUYS ARE SMOKING, THROW IT AWAY.
TONY MOSELEY © 2006 WWW.ZOGONIA.COM

The Order of the Stick™

by Rich Burlew


I don't know why you're so upset, Durkon will calm down eventually.
Yeah, and until he does, he's going to be staying up all night, quaking with fear that you're going to suck his brain out with a straw.
Don't be silly. I'd have to use like a spoon or something.
Sigh.
Excuse me, I'm looking for a "Mr. Belkar Bitterleaf"?
That would be me, Ugly. What's it to you?
Mr. Bitterleaf, I've been sent here today by the Temple of Frey regarding your outstanding bills.
Oh geez, not this again.
According to their records, you were healed by the clerics of the temple three times over a period of 8 weeks, with the last such healing occuring more than 17 months in the past.
You were cured for 41 hp, 18 hp, and 29 hp, respectively, and on the third visit you also had poison neutralized.
At that time, you elected to participate in the temple's deferred billing plan, but as of today, you have not remitted a single gold piece.
I am here to tell you that the temple has elected to enforce this debt, immediately.
Yeah? Well I'm here to tell you something else.
I'm here to tell you that the temple and its clerics can all kiss my Small-sized ass.
I'm not paying them a copper.
I'm sorry, you misunderstand. The time for repayment of the debt has long since passed.
Oh yeah? What are you going to do, repossess my health? Ha!
Actually... yes.
Plus interest, of course.
AAAAAH!
Hold still, I need to assess a late fee!
AAAAH!
Oof, that is **not** going to look good on his credit report.
Mr. Greenhilt? I'd like to have a word with you about your student loans.

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9.4 out of 10
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★★★★★
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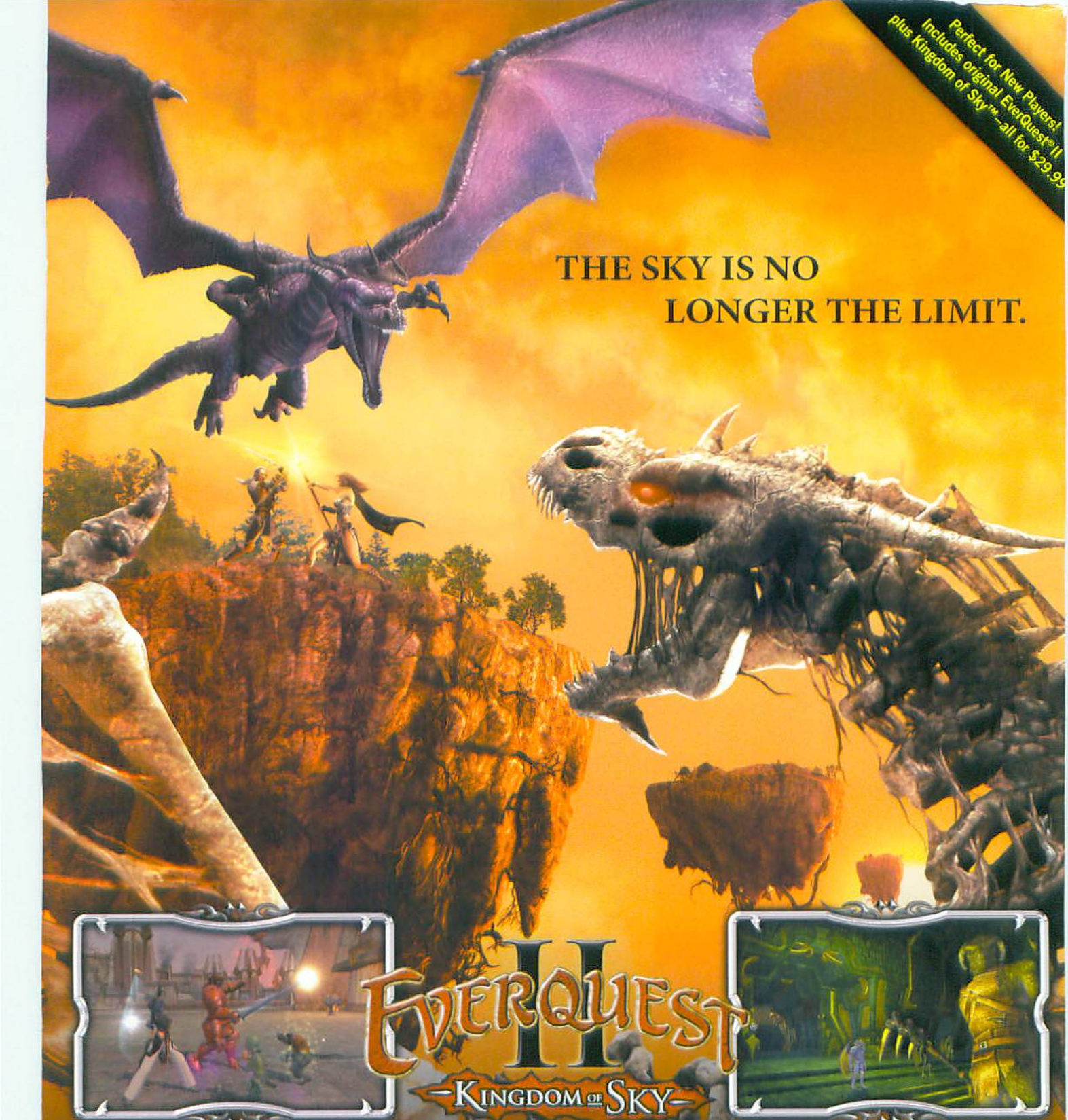

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